

ISSUE NO.  
**210**  
AUGUST

# GTM

## GAME TRADE MAGAZINE

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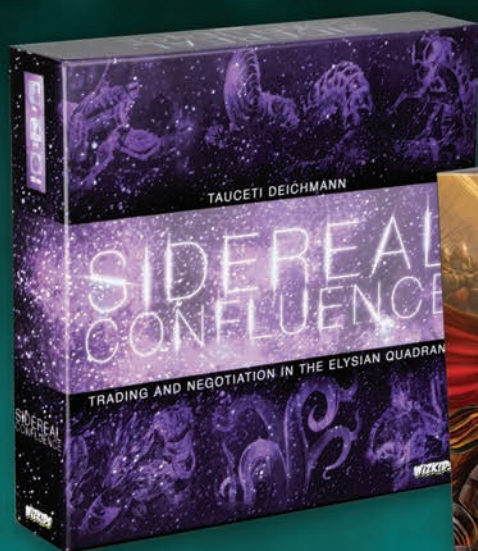
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# WIZKIDS™



**LOOK INSIDE**  
**WizKids' Latest**  
**Board Game Releases of 2017!**

## IN THIS ISSUE:

- TROUBLE DOESN'T GET ANY BIGGER THAN IN EVERYTHING EPIC'S *BIG TROUBLE IN LITTLE CHINA: THE GAME!*
- LOVE IS A BATTLEFIELD IN SCOTT PILGRIM'S PRECIOUS LITTLE CARD GAME FROM RENEGADE GAME STUDIOS!





# Coming August 2017!

Bruce Glassco

# Fantasy Realms



SKU: 72934  
MSRP: \$19.99



**FREE** promotional card  
included in this issue!

## Build the Mightiest Realm in the World with Fantasy Realms!

Will you choose to follow military tactics and sweep away  
all in your path with a massive army?

Will you turn towards sorcery and control an inaccessible  
island surrounded by impenetrable flames?

The choice is yours, no two realms will ever be the  
same in Fantasy Realms.

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**WIZKIDS**

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# Blood & Plunder



## 28 MM HISTORICAL MINIATURES GAME

*Set during The Golden Age of Piracy*

*Brandish your cutlass and musket and prepare for high adventure on the Spanish Main! Take control of forces such as English or French buccaneers, Spanish or English militia or Spanish guarda costas.*

*Blood & Plunder is a 28mm miniature war-game set in the New World during the 17th century. Featuring an innovative initiative system and simple and intuitive rules. This fast paced, highly tactical ruleset can be played on your average kitchen table in about 2 hours and is sure to appeal to both casual and competitive players.*



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& Games™



## COVER STORY



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Fun in the Sun! WizKids unveils its card, dice, and board game initiatives through the summer of 2017 - and beyond!

by WizKids/NECA

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by Everything Epic

**24**



### Scott Pilgrim's Precious Little Card Game

Hit Love Where It Hurts! Love is a Battlefield in *Scott Pilgrim's Precious Little Card Game*, Renegade's innovative deck-building game based on Oni Press and Bryan Lee O'Malley's award-winning graphic novels.

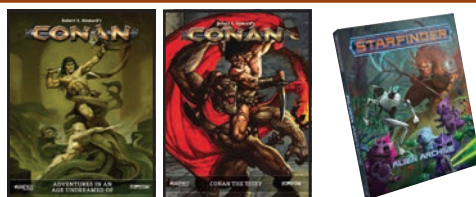
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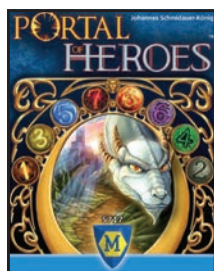
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# ONAMI™

A STRATEGY GAME ROOTED IN JAPANESE LEGEND



## GAIN POWER. SEIZE CONTROL

The game of Onami is mixed with myth and legend. Long ago when large forces met on the fields of battle the leaders would often settle the victory based on the outcome of a game similar to Onami as to not waste countless lives needlessly. The action takes place within a 5x5 grid of squares, where opponents lay claim to territories via card and dice placement. Working off a greater than-less than scenario, you gain power by taking control of your neighbors holdings which can be done in a single move or a more powerful 'wave' of play.

ONAMI™ is easy to learn, yet possesses enough complexity to keep even the most diehard gamer coming back for more.



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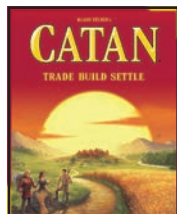
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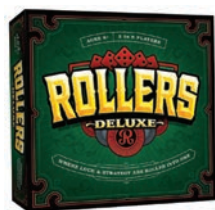
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illustrated by KWANCHAI MORIYA

# Catacombs Conquest™

Catacombs Conquest™ is a quick to learn,  
casual tabletop game that combines  
flicking discs with playing cards

20-30 minute play time  
2 to 4 players

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**G**reetings dear readers!

Here it is – the August July issue of *Game Trade Magazine* (GTM)!

Traditionally, the August issue is a pretty big deal around the ol' GTM Bullpen – not only do we highlight the hot summer releases (*pun intended*) but this is also the issue we bring to Gen Con for attendees!

That's right! Attendees of this year's Gen Con can swing by our booth (#118) for a FREE copy of GTM, plus one or two other goodies we may have on hand as well. Of course, if you're reading these words that prospect may seem a bit superfluous, but please tell all of your friends! Perhaps they're not as fortunate as you are and haven't picked up a copy yet!

And don't worry – we have plenty of goodies for everyone who cannot make it to Gen Con this year as well! Enclosed in this very issue you should find some pretty fantastic game promos like:

- The Jester promo card from WizKids Games' *Fantasy Realms*
- The Fickle Fortune promo card for Fireside Games' *Castle Panic*
- A Basilisk Fang (!) promo card for the *Harry Potter – Hogwarts Battle Deck-Building Game* by USAopoly
- A three-pack of promo cards for Daily Magic Games' *Valeria Card Kingdoms*
- The Sugar Smashing bookmark for Steve Jackson Games' *Munchkin!*

That's some good stuff right there! Combine these wonderful promos with all of the great content you can expect from *Game Trade Magazine* and we're looking at a pretty solid issue this month.

Speaking of solid, handle with care - your August issue is 104 pages so be sure to lift with your knees and not your back – we at GTM care about our readers!

So, sit back, relax and enjoy the excellent content, the enticing ads, and the sneak peeks of what's coming soon to your FLGS. Thanks for reading!

Game on,  
-JG



**PUBLISHER** Alliance Game Distributors

**EDITOR/ADVERTISING MANAGER** Jerome Gonyeau

**ART DIRECTOR** Matt Barham

**COPYWRITER** Todd A. Kaylor

Submissions should be sent to Jerome Gonyeau  
jlg@alliance-games.com

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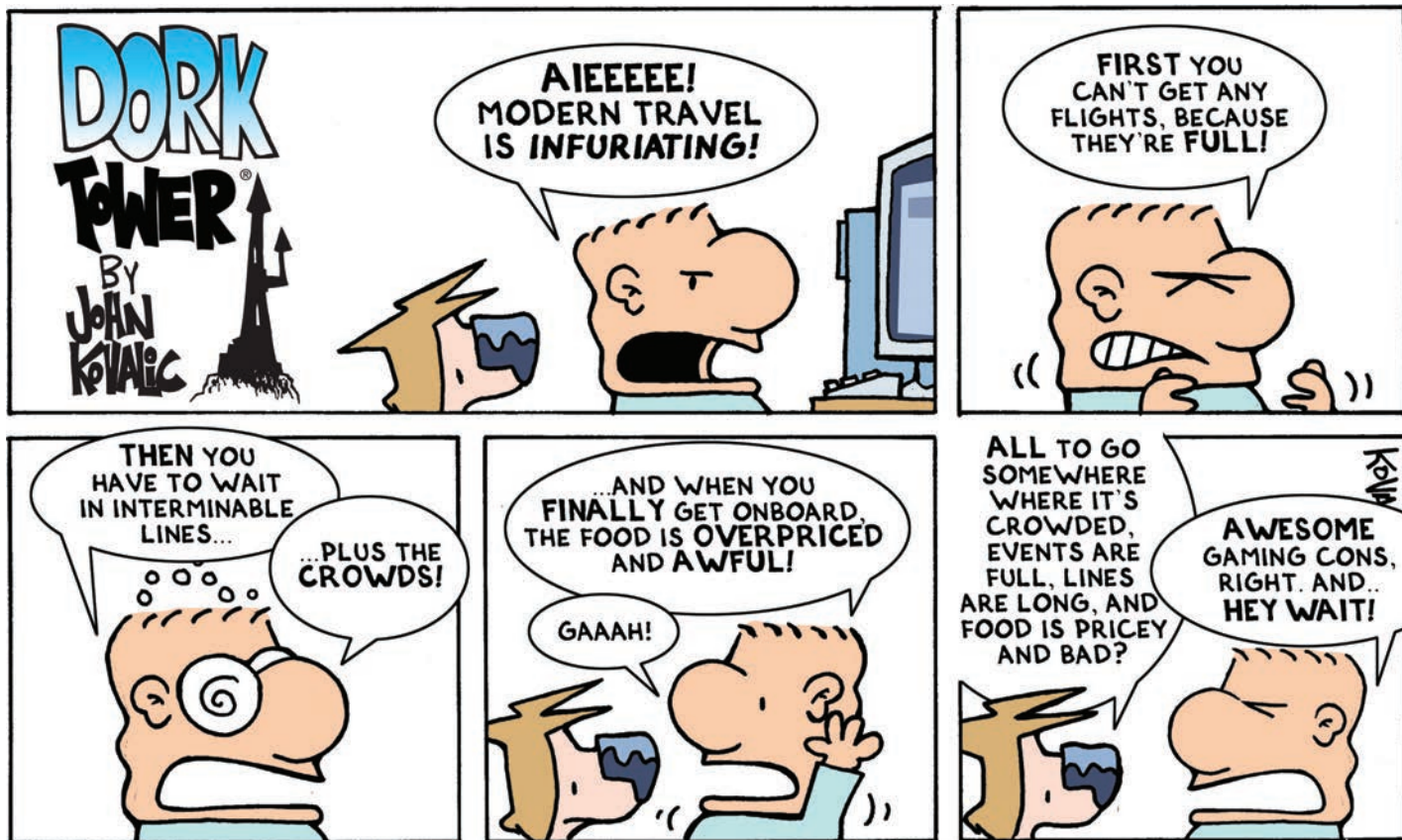
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# CAN YOU FIGURE OUT THE CLUE?

# CODENAMES *Disney*



The Disney Family Edition of Codenames combines the hit social word game with some of Disney's most beloved properties from the past 90 years.

Two Cluemasters give one-word clues to help their teammates identify the Disney characters, locations and items from a grid of Disney Treasure cards. Including both pictures and words, it's family fun for Disney fans of all ages.

 2-8+ Players

 Ages 8+

 15 Min.

MSRP: \$24.95

AVAILABLE  
SEPTEMBER 2017



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Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds and hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



## WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

**GTM** provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three- month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or April.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first* issue, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine...**

## GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

**From the Editor/Foreword:** In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

**Cover Story:** Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

**Features:** Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as *especially* worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

**Spotlights:** These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

**Previews:** These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!



**Designer Diaries:** These articles are the **ULTIMATE** in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

**Reviews:** Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.



**Exclusives:** While virtually **ALL** of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

**Games Section:** Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.



## HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

**GAMES**

**ALLIANCE GAME DISTRIBUTORS**

**SPOTLIGHT ON**

**GAME TRADE MAGAZINE #203**  
GTM contains articles on tabletop games, reviews, game related fiction, and self contained games and game modules, along with subscription information on upcoming game releases.  
GTM 203 \$3.99

**ALC STUDIO**

**FIRETEAM ZERO: EUROPE CYCLE EXPANSION**  
From the Bloodlines in the Old Country! This first expansion to Fireteam Zero introduces the Bloodlines, another entirely new monster family! Plus, enhance your Specialists with all new powers! The Europe Cycle also includes four double-sided map tiles with new terrain, as well as new locations and adventures ("The Battle of Lost Children," "Lightning Thief," and "The Last Roof").  
Scheduled to ship in November 2016.  
ALC FTZ02 \$19.99

**KEY**  
There are symbols and terms found throughout Game Trade Magazine. They mean the following:

**Offered Again (O/A)**  
These items have been offered before in Game Trade Magazine and are available again for you to order. Don't forget to order what you missed the first time.

**PI**  
Your store will set the price for all items labeled "PI." Check with your retailer.

**GAMES**

**INFLATABLE WW2**  
Scheduled to ship in November 2016.

**17POR SHELL (USED BY THE SHERMAN/FIREFLY)**  
ALC #SHSHELO03 \$15.00

**75MM AP SHELL (USED BY THE M4 SHERMAN)**  
ALC #SHSHELO01 \$10.00

**89MM SHELL (USED BY THE TIGER 1)**  
ALC #SHSHELO02 \$15.00

**SPOTLIGHT ON**

**JIM HENSON'S LABYRINTH: THE BOARD GAME**  
Will Sarah manage to defeat Jareth and his Labyrinth, or will the Goblin King turn her into a golden statue? Play with up to four friends in this fun family board game based on Jim Henson's beloved classic, *Labyrinth*.  
Scheduled to ship in November 2016.  
ALC #HLAB001 \$50.00

**ALDERAC ENTERTAINMENT GROUP**

**SPOTLIGHT ON**

**MYSTIC VALE: VALE OF MAGIC EXPANSION**  
The forces of nature and Gaea's blessings are not enough to stop the curse from spreading throughout the Valley of Vale. The druids are now harnessing the power of arcane magic to repel the blight and heal the land. While arcane magic offers tremendous power, it can quickly overwhelm those who are unable to control it. The Vale of Magic Expansion adds new advancement and role cards to the base Mystic Vale game, giving players more card-wielding options and exciting new possibilities for powerful combat!  
AEG 5864 \$29.99

**SPOTLIGHT ON**

**VALLEY OF MAGIC**  
AEG 5864 \$29.99

**SPOTLIGHT ON**

**VALLEY OF MAGIC**  
AEG 5864 \$29.99

**SPOTLIGHT ON**

**VALLEY OF MAGIC**  
AEG 5864 \$29.99

**ASMODEE EDITIONS**

**DEUS: EGYPT EXPANSION**  
Take control of the legendary civilization of Egypt in Deus Egypt, the first expansion to Deus. Inspired by the challenges and achievements of Ancient Egypt, Deus Egypt adds a whole new realm of choices to your base game with 95 new building cards. Fully compatible in any combination with your current Deus building cards, you can choose to swap out entire groups, or use the entire new deck on its own. Scheduled to ship in December 2016.  
ASM DEU02 \$29.99

**ATLAS GAMES**

**OFFERED AGAIN**

**O/A LOST IN R'LYEH CARD GAME (CALL OF CTHULHU)**  
It's a terrible and ancient city that rises from the depths of the Pacific by a great coast. There, Cthulhu lies both dead and dreaming, waiting to consume any who venture near. In *Lost in R'lyeh*, a card game of escaping dread Cthulhu and various madmen, players are trapped in H.P. Lovecraft's short story, "The Call of Cthulhu." From the mysterious discovery of a profane idol, to dreams of a dark cult, to a madman's madhouse, players must escape the horrors of Cthulhu's horrific emergence, no player can truly win, merely escape with their sanity - or be forever lost in R'lyeh!  
AIO 1370 \$14.95

**SPOTLIGHT ON**

**VALLEY OF MAGIC**  
AEG 5864 \$29.99

**SPOTLIGHT ON**

**VALLEY OF MAGIC**  
AEG 5864 \$29.99

**SPOTLIGHT ON**

**VALLEY OF MAGIC**  
AEG 5864 \$29.99

**BATTLEFRONT MINIATURES**

**DUNGEONS & DRAGONS: STORM KING'S THUNDER**  
Scheduled to ship in October 2016.

**FIRE GIANT**  
GFF 71053 \$40.00

**THE PRINCESS AND THE GOBLIN**  
Based on the medieval children's tale by George MacDonald Young, *The Princess and the Goblin* is a story of a young girl who is placed into the care of a mountain giant, half sorcerer and half goblin. You and your fellow players will become the king and his palace and, of course, the princess. Can you uncover the path home, or will the goblin catch you in *The Princess and the Goblin*? A Game of Daring Escape! Scheduled to ship in December 2016.  
MAP BW0511 \$24.00

**BEZIER GAMES**

**NEW YORK SLICE**  
"Slice 'Em!" You've just been given a shot at being the head chef of the prestigious New York Slice pizza parlor. You and your fellow pizza chef wannabes just have to make the most amazing pizzas, one slice at a time! Scheduled to ship in January 2017.  
PSI BEZNYSL \$29.95

**BELLWETHER GAMES**

**STORM GIANT ROYAL GUARD**  
GFF 71052 \$50.00

**SPOTLIGHT ON**

**VALLEY OF MAGIC**  
AEG 5864 \$29.99

**SPOTLIGHT ON**

**VALLEY OF MAGIC**  
AEG 5864 \$29.99

**SPOTLIGHT ON**

**VALLEY OF MAGIC**  
AEG 5864 \$29.99

And be sure to ask your retailer about any related in-store events for your favorite games and products!

## GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!



## FEATURED ITEM

**Featured Item:** Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

## OFFERED AGAIN

**Offered Again:** These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

## SPOTLIGHT ON

**Spotlight On:** These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

**PI or Please Inquire:** Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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Have a question or feedback for us? Contact us at [Editor@GameTradeMagazine.com](mailto:Editor@GameTradeMagazine.com)



# SUMMER OF FUN!

## WIZKIDS™ 2017 GAME INITIATIVES!

Since its founding in 2000, WizKids has produced numerous award-winning games and platforms including the critically-acclaimed fantasy board game *Mage Knight*, the widely-hailed *Dungeons & Dragons Adventure System Board Games*, and the ground-breaking Dice-Building game engine used in *Quarriors!* and *Dice Masters*. WizKids announced an expansion to their Board Game operations in 2016 with the hiring of Zev Shlasinger, formerly of Z-Man Games, and since then has released several new dice, card, and board games with more coming this year.

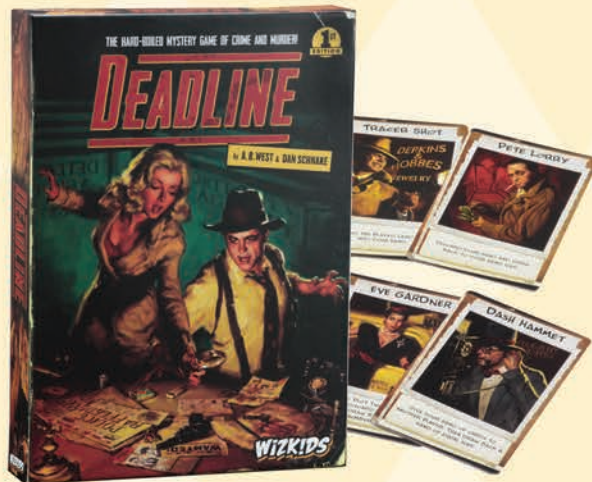
In June at Origins Game Fair, WizKids released limited quantities of *DiceBot MegaFun*, *Deadline*, *Fantasy Realms*, and *Sidereal Confluence: Trading and Negotiation in the Elysian Quadrant*.



### DICEBOT MEGAFUN

WZK 72815 ..... \$24.99 | Available June 2017!

In *DiceBot MegaFun*, robots battle it out to the amusement of humans. Players are the robots who must reach into the junkyard to grab dice displaying various parts and place them on their robot sheet. Each player places six parts (dice) onto their sheet – five in the body area and one in the head. Then players simultaneously choose weapon cards to play, which require the parts retrieved from the junkyard. Each weapon card has a cost in parts to pay as well as speed, direction of fire and damage, and an occasional special text ability. Some weapon cards include Uzis, Lasers, Rifles, Bombs, Jammers, Viruses, Blue Shells, and Shields. Be the first robot to win three combats and win the game! *DiceBot MegaFun*, designed for 2-4 players, is now available at Friendly Local Game Stores for \$24.99.



### DEADLINE

WZK 72928 ..... \$44.99 | Available June 2017!

*Deadline*, also available in retail, is a cooperative card game set in 1930's New York City where players take on the roles of detectives and work together to get as many clues as possible before the *Deadline*. Investigate diabolical crimes to solve cases of deception, crime, and murder together. Every case has clues with symbols that must be matched to unlock their secrets. Players can get hot tips that will help them investigate – but watch out for plot twists that will complicate the investigation. Designed for 2-4 players, *Deadline* is available at FLGS for \$44.99.

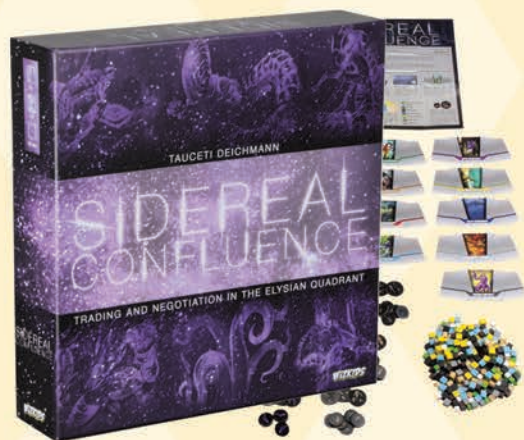


### FANTASY REALMS

WZK 72934 ..... \$19.99 | Available August 2017!



Next up is *Fantasy Realms*, a card game where players become rulers of far-away lands. Each player must create the best card combos by drawing and discarding cards to build the mightiest realm in the world. Learn more from game designer, Bruce Glassco on Page 70.



### SIDEREAL CONFLUENCE

WZK 72811 ..... \$64.99 | Available August 2017!

As one of the most anticipated releases for Origins, *Sidereal Confluence: Trading and Negotiation in the Elysian Quadrant* has impressed gamers as a singularly unique trading and negotiation game with almost all-simultaneous play. In *Sidereal Confluence*, players are alien races that must acquire resources to fund their economy and produce goods by scheming, dealing, and creating mutually beneficial agreements. While technically a competitive game, *Sidereal Confluence* has a cooperative feel as no race has the ability to thrive on its own. Pick up *Sidereal Confluence* at Gen Con or at your FLGS this August for \$64.99!

WizKids will also be releasing three new games at Gen Con, August 17-20. Be the first to get your hands on *Wartime*, *Dungeon Hustle*, and *Dungeons & Dragons: Tomb of Annihilation*, before their official release!



### WARTIME

WZK 72810 ..... \$59.99 | Available June 2017!

In *Wartime*, Valyance and Firebrand have gone to war. Players must control their units in battle with little time to think and plan as sand timers dictate their activation. When a unit moves, attacks, casts a spell, or uses a special ability, a timer is flipped. This unit cannot be used until the sand timer is drained, then that sand timer can be used to activate the unit again. Players must manage sand timers of 30, 60, and 90 seconds wisely to complete scenarios and, depending on the outcome, pursue a new mission. *Wartime* will be available at Gen Con in August and will release in stores this September for \$59.99.



### DUNGEON HUSTLE

WZK 72931 ..... \$24.99 | Available August 2017!

For players looking for a fun and unique dungeon-crawling adventure, check out *Dungeon Hustle*. Hustle through "dungeon room cards" while paying close attention to the printed symbols found on each. Fight off monsters, purchase trinkets, treasure, and artifacts, and fulfill quests! Use gold to increase your character level for more special abilities. Be the player with the most victory points to win the game. But, don't let too many monsters escape or all players lose the game! Pick up *Dungeon Hustle* at Gen Con or at your FLGS this August for \$24.99!



### TOMB OF ANNIHILATION: BOARD GAME REGULAR EDITION

WZK 72816 ..... \$79.99 | Available September 2017!

In *Tomb of Annihilation*, the latest addition to the *Dungeons & Dragons Adventure System Board Game* line, players take on the roles of heroic adventurers with amazing abilities, spells, and magic weapons. Explore the jungle of Chult, as well as the Tomb of the Nine Gods, to fight monsters, overcome traps, and find treasure. Following in the path of other critically acclaimed *D&D* board games, *Tomb of Annihilation* features multiple scenarios, challenging quests, and game play designed for a single player or a cooperative group of 2-5 players. *Tomb of Annihilation* can also be combined with the other *D&D Adventure System Board Games*, including *Temple of Elemental Evil*, *The Legend of Drizzt*, *Castle Ravenloft*, and *Wrath of Ashardalon*, to create an even more exciting, immersive experience.

WizKids is offering two versions of *Tomb of Annihilation*, a premium fully-painted miniatures edition (\$159.99) and a standard single-color miniatures option (\$79.99) available at Gen Con and in Friendly Local Game Stores this September.

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# STAR WARS™

## DESTINY

# EMPIRE AT WAR BOOSTER PACK

Star Wars: Destiny Empire at War Booster Packs

SWD07 | \$2.99 each | Available 3rd Quarter 2017

"How we choose to fight is just as important as what we fight for."

—EZRA BRIDGER, STAR WARS REBELS™

From the Clone Wars to the rise of the First Order, the *Star Wars*™ galaxy is in a perpetual state of turmoil. When villains look to impose their oppressive wills upon the galaxy, heroes will dutifully rise to defend their freedoms, even if it means war.

Fantasy Flight Games is proud to announce *Empire at War*, the third set of booster packs for *Star Wars: Destiny*!

*Empire at War* emulates the chaos found in the *Star Wars* galaxy during its darkest times with themes that disrupt your opponent's board and decimate their best laid plans. These new cards will focus on taking core concepts of *Star Wars: Destiny* and throwing them into the chaos of war.

Just like how *Spirit of Rebellion* brought the characters of *Rogue One*™ to players' games, *Empire at War* brings the thrilling action of *Star Wars Rebels* to the tabletop. Join the crew of the *Ghost* and their adversaries as they join the epic duels taking place across every era of the *Star Wars* saga.

## A MASTER STRATEGIST

Among the Empire's Grand Admirals, few are as talented or efficient as Thrawn. Hunting down the Empire's enemies and besting them through studying their own culture and art, Thrawn is one of the fiercest assets Emperor Palpatine has under his command.

Now, Thrawn brings his strategic mind to *Destiny* for the first time. At fourteen points for a normal version or seventeen for an elite, the Grand Admiral's die features two focus symbols, ensuring players will be in control of their destiny, even amidst the chaos of war. His die is further rounded out by disrupt, shield, and resource symbols to showcase his adaptability and preparedness. Furthermore, Thrawn's ability shows off the disruptive themes of *Empire at War*—every time a player activates Thrawn, they may name a number, then view their opponent's hand and discard a card that costs that amount. If players know what their opponent is planning, Thrawn provides the perfect tool to disrupt their plans, knowing what they'll do even before they do.

Amid the chaos of *Empire at War*, Thrawn stands supreme as a commander in control. Leading your team of villains, there is little Thrawn and his genius cannot overcome.







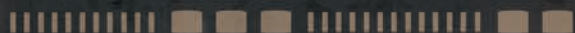
## SPARK OF REBELLION

With *Empire at War*, survival becomes key for the citizens of the galaxy. No heroes can do this better than Yellow characters, as they use their wits and tricks to ensure they not only survive in a tumultuous time of war, but come out ahead.

In the early days of the Rebellion, Ezra Bridger emerged as one of these natural-born heroes. Along with the crew of the *Ghost*, Ezra helped disparate cells of the Rebellion come together, and now brings his fight to *Star Wars: Destiny*.

At only seven points for a normal version and ten points for elite, Ezra is one of the most affordable heroes in the game. Additionally, and reflecting his Force-sensitive nature, Ezra can use Blue upgrades normally only reserved for Blue characters, expanding your deckbuilding options considerably.

Ezra also exhibits the resourcefulness of Yellow heroes, with a special ability on his die that takes a resource from your opponent. The rest of his die is rounded out by a resource symbol, a disrupt symbol, a ranged damage symbol, and a modified ranged damage symbol, giving him a mix of damage and support abilities.



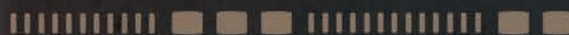
## A TRUE CHAMPION

Though *Empire at War* focuses on bringing the characters of *Star Wars* Rebels to the tabletop, it still features iconic characters from every era of the *Star Wars* saga.

Before the *Ghost* crew rebelled against the Empire, the Republic was defended by the Jedi Order. Among the greatest of these warriors was Mace Windu, Jedi Champion.

At sixteen points for a normal version or twenty-two for elite, Mace Windu is one of the most powerful Blue heroes in the game. With three die sides showing melee damage, one of which deals a massive four damage, Mace Windu is a consistent threat to any opponent.

When he has his opponent at the brink of defeat, Mace is an expert at delivering the final blow. With the ability to remove his character die to defeat a character that has two or less health, no amount of shields will protect Mace's enemies from his iconic lightsaber.



## THE CHAOS OF WAR

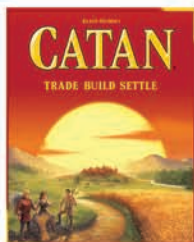
With *Empire at War*, the heroes and villains of the *Star Wars* galaxy will have to pull out all the stops to achieve victory. And with new *Empire at War* boosters, *Star Wars: Destiny* players will have all the tricks they need to disrupt their opponents' plans. Look for *Empire at War* boosters in the third quarter of 2017!



FANTASYFLIGHTGAMES.COM/SWDESTINY

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## Part III The Meta-Games

You have learned the *Catan*® “Rules” and are familiar with the general and specific strategies. So why do some players seem to win more often than you? Maybe it is because they try to take

into account non-rule-specific elements of play. They examine what some players are doing in the current game, have done in the past, and what they might do in the future.

*Catan*’s primary meta-game seeks to identify what strategies the other players are using. Then you can play another strategy to take advantage of the situation. For example, if all of your opponents like to compete for longest road, go for largest army. If everyone buys lots of development cards, go in the other direction. Why waste resources racing when you could win uncontested in another area?

### Take the Measure of Your Foes

Consider what you know about the other players. Those who ignore history are doomed to repeat it. Does Morgan usually try to maximize his production? Does William use a modification of the concentration strategy? Why does Donna call herself the Queen of the Road? How does Pete start every game in 4th place behind in position and potential?

### Never Be the Leader

The last thing you want in *Catan* is to be the “Leader”—the player most likely to win the game. Players stop trading with you, you get the robber more often, others start fighting you for longest road, etc.

If some one tries to mark you as the leader and there is no clear leader, reply by noting why each other player is beating you, but be subtle and not defensive. A player might have more resources in hand or more pips of production overall. A player may have a face down development card, allowing you to mention all of the ways it might help them win, even though that card can only help once.

Similarly, if you are slightly ahead in VPs, use the approach a bit more aggressively. If you are ahead by a couple of VPs, pull out all the stops. If you are winning big, just grin and bear it. Tell them how lucky you have been and how unlucky they have been. After all, when you play again, you don’t want to be branded the leader from the get go!

### If It Were Not for Bad Luck, You Wouldn’t Have Any Luck at All!

You have been having a run of bad luck. But don’t despair, this is *Catan* afterall; you always have a chance to win. Play up



# CATAN®

## STRATEGIES

your bad position. “Why am I losing so badly!” “Game over!” “I can beat you, but I can’t beat these dice!”

But don’t get carried away. Remember the boy who cried wolf. We don’t want to call it whining, but if the shoe fits...

### Little Help From a “Friend”

Always gently remind the other players when you do something that helps them. Of course, usually it helps you more, but you don’t need to mention that. If you put the robber on one opponent, remind the other opponents that you could have targeted them. If you trade two resources for one in order to get below eight (and beneath the robber’s threshold), emphasize how good the deal was.

### I Feel Your Pain

The player with the fewest VPs has been hit several times by the robber. When you move the robber onto one of the other players, tell the lowest VP player how unlucky he/she is, get them focusing on the luck of the game rather than the strategy.

### 1:1 Trade, Good – 2:1 Trade, Better

Casually remind the other players that you are there to trade. Promote yourself as a 2:1 port, ready to give one of most any resource for two others. Of course, you will not take every 2:1 trade—you just want to encourage players to think of you first when they want to trade 2:1.

### Better the Robber on You and Not Me

Some view the robber as purely a random event. However, there are some things you can do to mitigate its effects.

- Many players automatically drop the robber on a “6” or “8” so as to stop the maximum potential production. So, other factors being neutral, avoid 6/8s. For example, start/build on a 5-10-4 (10 pips) intersection rather than a 8-11-4 (10 pips).
- Do not hesitate to build adjacent to the same hex as other players. They will not drop the robber on themselves.
- Play up why you are losing, what you have done to help the player placing the robber, why it would hurt another player more if placed on another hex.





# CATAN

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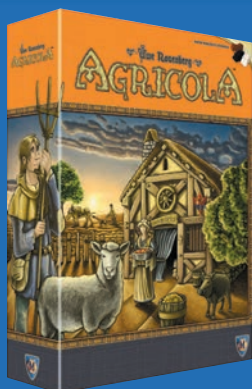
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# LET'S PLAY!

## GAMES FROM THE MIND OF UWE ROSENBERG



Uwe Rosenberg is one of the most celebrated game designers working today, and with good reason. His games are deep strategy games that, in many cases, are playable by both very small numbers of players (even solo) and larger groups, often up to 6 or 7. Making a game scale properly and remain fun in groups of disparate size is a tricky design puzzle, but it's one that Uwe has mastered. Mayfair is proud to have a number of Uwe's games in print and we wanted to let you know about some enduring classics you might have never played before, as well as some brand-new games that are just 'round the bend. Specifically, *Agricola*, *Agricola: All Creatures Big and Small*, *Caverna*, *Caverna: Cave vs. Cave*, *Patchwork*, and the brand-new *Nsfjord*, coming late 2017/early 2018!

### DOWN ON THE FARM: AGRICOLA & AGRICOLA: ALL CREATURES BIG AND SMALL

In *Agricola*, players take on the role of a 17th century farmer, struggling to feed their family. Along the way, they'll strengthen their family farm and score additional points in numerous ways. For example, a player might add amenities to their farm, such as a cooking hearth that allows them to turn animals and grain into food (cooked meat and bread). Players can also grow their farms to nurture their families, giving them more actions, but also more mouths to feed.

In the two-player game *Agricola: All Creatures Big and Small*, players are specialists in raising animals, thus they must concentrate on fencing in land, acquiring the widest variety of live stock, and building structures worth victory points. The game play is quite similar to the *Agricola* core game, but entirely focused on the animal husbandry aspects.

### DELVE DEEP WITH CAVERNA AND CAVERNA: CAVE VS. CAVE

*Caverna* is *Agricola* with a twist: the players are dwarves who are both farming and tunneling deeper into the mountain to build the perfect dwarven home! Players can still farm, raise animals, and acquire additional rooms for their cave, but they also have the option to explore deep beneath the earth to search for supplies and rare gems. These "adventurers" even gain levels every time they descend into the depths, gaining better treasure and allowing players to customize a family member and designate one as a "dungeoneer".

*Caverna: Cave vs. Cave* is a head-to-head, cave-versus-cave, two-player version of *Caverna*. Players each have a personal cave display that they're excavating to furnish rooms, and gathering classic resources

with the addition of that most precious of metals: gold. Gold is used to purchase numerous items in the game and is especially important in the final round, when it determines whether or not a player can renovate one of the rooms in their cave. *Cave vs. Cave* adds actions the players can perform over time, and new rooms are introduced into the game as players excavate their caves. It also uses a tracker to collect resources efficiently, helping save space and allowing the game to be a truly portable version of its classic strategy predecessors.

### PATCH UP YOUR DIFFERENCES WITH PATCHWORK

*Patchwork* is one of those games that seems easy — until you play it. This two-player game challenges players to construct the best quilt in a limited amount of time. As is often the case in Uwe Rosenberg games, each player gets the same amount of time to work, so it's a matter of using your time most efficiently.

*Patchwork* employs a fantastic puzzle mechanic, forcing players to think ahead and fill as much of their board as they can. At the end of the game, players are penalized for each gap in their quilt (after all, who wants a quilt with holes in it!), so managing your board, along with the pieces available to you, is a key strategy to scoring the most points.

### GO BEYOND THE SEA WITH NSFJORD

And, finally, we bring you the latest up-and-coming game from Uwe Rosenberg: *Nsfjord* — expected to hit shelves late 2017/early 2018! In *Nsfjord*, players are running fishing companies at the dawn of the modern economic age. As such, they'll need to offer homage to the village elders and stock in their companies, satisfying both the old and new worlds of business enterprising. Of course, fish are their stock in trade and main currency for making everyone happy, but offering stock will also grant the players currency they can use to expand their corporations. As is commonplace for Uwe Rosenberg games, there's a set time limit, which forces players to maximize every turn to score the most points within the time allotted. This strategy game is sure to be a favorite among those who like tight, tense games full of strategy and tough decisions.

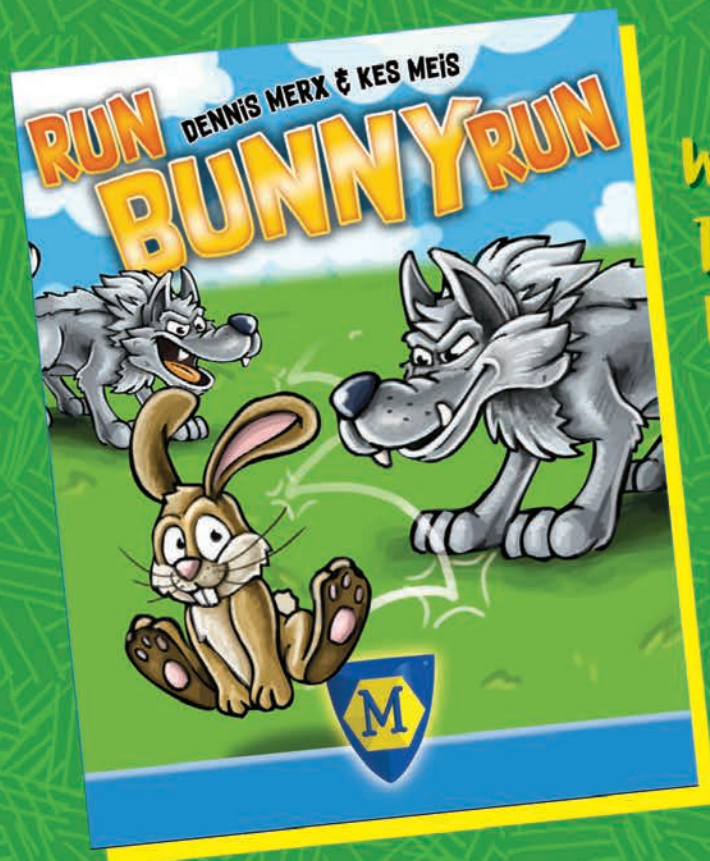
We hope you've enjoyed our look at Uwe Rosenberg's growing array of fantastic strategy games, from classics like *Agricola* to the latest and greatest such as *Caverna: Cave vs. Cave* and *Nsfjord*. And, if you can't wait to see these games, be sure to come visit Mayfair's demo area at Gen Con, where we host demos of these games and more!

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2-5



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BE AT THE TOP OF THE FOOD  
CHAIN BUT WATCH OUT FOR  
THOSE PESKY FLEAS! THESE  
CARDS GAMES PACK A TON  
OF GAME INTO A TINY  
PACKAGE!



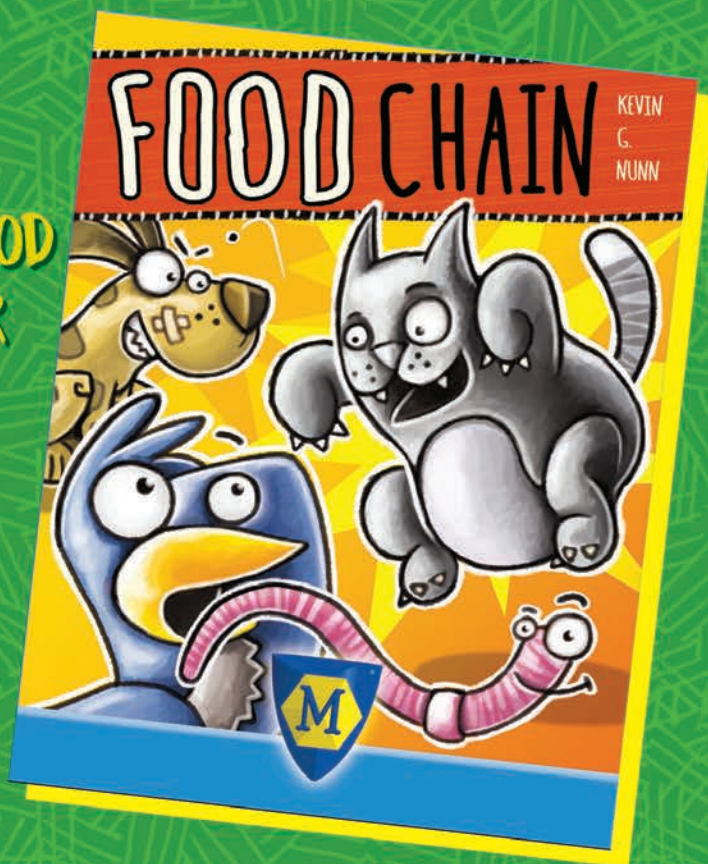
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30



8+



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# WAY OF THE FIGHTER™

## WAY OF THE FIGHTER: SUPER

NJD 040101 ..... \$49.95 | Available Q3 2017!

## WAY OF THE FIGHTER: TURBO

NJD 040102 ..... \$49.95 | Available Q3 2017!

Hours at the arcade can now become hours on the table top with *Way of The Fighter*, a new game from Ninja Division Publishing and designer Ben Yamada. This product is rich with artwork evocative of arcade fighting games, designed with a strategic, deck-building engine combined with dynamic dice rolling for an experience that will take you back to the world of button-mashing, martial arts action! This two-player, expandable game pits an exciting cadre of fighters against one another in an arena where good strategy and lucky rolls can help one follow the Way of The Fighter.

Expandable in multiple ways, *Way of The Fighter* offers players a choice of characters to take to the arena and what techniques and skills they'll cultivate. Released as separate collections of fighters, *Way of The Fighter: Super* and *Way of The Fighter: Turbo* both give players five characters for battling action. Players can also choose to combine *Super* and *Turbo* for a four-player, 10-character, tag-team rumble! More expansions will be released offering players even more variety and options when choosing characters for the battle.

Characters have diverse backgrounds and styles of fighting that impact not only the strategy of how the game is played, but the gameplay itself. Players can choose the brutal and straight-forward style of Alberdus, bringing the hard style of Pankration from ancient Greece to fight in the Five Winds Tournament. Or, perhaps, a softer style, like that of the petite Lumi, imbued with the Yin and Yang forces of spiritual might, will be more to a player's liking. All of the characters of *Way of The Fighter Super* and *Turbo*, and those of the expansion decks, come with a rich background and a variety of deck building that will only continue to grow and evolve as players explore the abilities of each fighter.

Building decks for attack, defense, and special abilities lies at the core of *Way of The Fighter*. A fighter's deck contains 46 cards in all, including a character card, one fighter pack consisting of one block and two copies of six fighter actions, and four different style packs, each with two copies of four technique actions. *Way of The Fighter Super* and *Turbo* provide ready-made fighter decks primed for new players to leap straight into the arena. More experienced players will enjoy the customization that's possible by switching up style cards with other fighters of similar styles. This allows for a vast customization experience for deck builders who want to perfect each of the individual characters. New characters will only add to the fun as they're introduced in expansion decks in the wake of the release of *Super* and *Turbo*.



Each character will bring unique storylines and styles to the action of *Way of The Fighter*. Whether players prefer the hard-luck story of Faris who escaped a tragically broken home in France to find a mentor for fighting and parkour in his Uncle, the voodoo priestess of Jamaica who wields the darkest of magics seeking vengeance for her sister, or the mysterious and most likely *inhuman* origins of the childlike Lumi, every match will bring unique challenges,

powers, and skills to the battle. The cards reflect the experiences and training that characters received before arriving to the Five Winds Tournament.

The characters, cards, and arena itself are all done in a style reminiscent of the classic arcade fighting games of the past. It will seem as if an arcade game of old has been brought to life before a player's eyes as they choose a character, build the deck, and then prepare to face off against their opponent. The card standees, or the highly-detailed resin miniatures available soon, come to life as players become fighters seeking ultimate victory.

But, it's not just the strategy of the cards that impact the outcome in these combats. You can dish it out, but can you take it? *Way of The Fighter* incorporates a dice-rolling engine using two sets of dice — Core Dice and colored Power Dice — which are rolled for speed of attack, damage, and to track the players' health and vitality. If the fighter is knocked unconscious and loses the bout, they can come back to fight another day, and, hopefully, learn from the experience to improve the strategy of the cards and hope for more favorable dice rolls.

Again and again players will build decks, choose attacks, customize their style of fighting, and go to battle in the Five Winds Tournament. If they train hard and prepare themselves to throw down with the best of them, they can begin to travel the Way of The Fighter.

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Lawrence Jones is the Marketing Manager for Ninja Division Publishing, LLC. An avid fan of martial arts and gaming, he is right at home with the Ninjas.



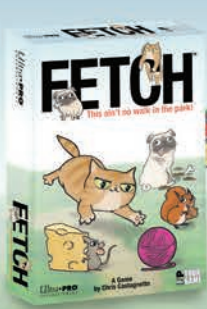


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# THIS WAR OF MINE

## THE BOARD GAME



## CHANGING THE PERSPECTIVE

### THIS WAR OF MINE: THE BOARD GAME

AGS ENTWM01 ..... \$69.90 | Available September 2017!

Most board and card games are logical puzzles, arm-wrestling with brains, simple or complex ways for testing one's reflexes and memory. Many of them may also feature adventures and storytelling – most of the time, quite light-hearted and amusing.

However, recent trends show a medium like board games has a much larger potential than that, and we are only starting to explore this potential. Inspired by the dramatic and compelling *This War of Mine* video game, we realized that its theme and concepts could give us a way to explore new possibilities that lay within the board game medium. Our goal was to present *This War of Mine: The Board Game* (TWOM: TBG) not so much as a form of amusement, but more as an experience, a simulation.

TWOM: TBG is not meant to make you feel good about yourself - that's not to say this won't happen during play - but its main purpose is to be thought-provoking. While designing and writing\* this game together with Michał Oracz, we aimed to bring to the table the same level of emotions that books and movies can give.

*\*I used the word writing on purpose – the game features the Book of Scripts, which is its integral part. All of the 1947 story snippets included in it provide not only an insane level of replayability, but also immersion rarely seen elsewhere.*

When I started writing the *Book of Script* (the book which represents the narrative core of the game) the hardest part, for me, was not to force any kind of morality on the players. Research - hours and days of research - helped me to rid myself of any pretense for moralization. After reading war journals and memories of survivors, and seeing countless documentaries, both amateur and professional, I came to a stark realization: there are no good and bad people among the civilians when a war is raging, there are only survivors. A person who didn't experience these extreme conditions shouldn't make judgments. This is why making a "good" decision in TWOM:TBG will not be awarded with points or even a minor reward. We (the authors) won't tell you

what's right or wrong, but we hope you'll come to the conclusion yourself or among friends. There's only one goal in TWOM: TBG, its final objective – survival. The rest happens not so much on the board but above it. The best games we had were the ones where a group engaged into a lively discussion...those are the most memorable.

Although it's vaguely implied (both in the video game and its tabletop adaptation) that the conflict described is the one that happened in the 90s and is known as the Balkan War, we followed the road paved by 11 bit studios – creators of the original game: they openly said the setting of *This War of Mine* is a contemporary war, in a city that could be placed almost anywhere in the world. The choice is not accidental. Wars happen all the time and we always tend to think that the places where they do are remote and have nothing to do with where we live. On the contrary, if you want proof this is not the case, just take a look at pictures of how Aleppo looked before the war and how it looks today.

If this was a discussion, you would probably ask me: where's the fun in that? Board games are supposed to be fun. I dare say, this is wrong. The border between a book, a movie, a video game, and a board game is where we draw it. A game can be engaging, challenging, and addictive without being silly or set in yet another generic fantasy world where you kill imaginary creatures by the dozens without a thought.

Is TWOM: TBG a game for everybody? Yes, we really hope so, especially with the Open & Play mechanism that lets you enjoy the game immediately after setting up all the components, since you learn as you play, but this doesn't mean everybody will be a fan.

As Tom Vasel alluded to in his recent review of TWOM: TBG: "This is a game that makes you think, but not thinking about how I beat this game... this is a game that makes you think, wow, so this is what people go through – ordinary people go through in a war..." and, honestly, I believe this is the highest praise our game may receive: it proves that we were able to pass on the message that was first sent by 11 bit studios. The one that caught the attention of the whole gaming world.

...

Jakub Wiśniewski, co-author of *This War of Mine: The Board Game*, is a storyteller, previously owner of a publishing house, now full-time game entrepreneur. He was a narrative designer for titles like *Dying Light* or *Earthcore: Shattered Elements*, responsible for creating immersive stories and plot, and translator for the Polish board game industry, books, and comics.





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# VALERIA™

## CARD KINGDOMS

### VALERIA: CARD KINGDOMS

DMG VCK001 ..... \$50.00 | Available Now!

*Valeria: Card Kingdoms*, the bestselling game from Daily Magic Games, is a tableau-building game that will have you slaying vile monsters, recruiting a variety of citizens, and buying domains for epic powers. We have included three promo cards for *Valeria: Card Kingdoms* in this publication: *Coliseum*, *Jousting Field*, and *Ullamalizatli Court*.

### A TABLEAU-BUILDING GAME

Tableau-building will seem familiar to deckbuilding fans. Instead of drawing cards from a deck to use their powers, cards are placed face-up in your kingdom (or tableau) and their powers are available to you at all times. This simple transition from using a constraining deck to displaying all of your cards in front of you gives a feeling that your kingdom is truly growing and that you are making great progress in the game, turn-by-turn.

### CITIZENS OF VALERIA

The main cards you will be adding to your kingdom are the Citizen cards. Each Citizen has a number (or set of numbers) on the top-left corner. When the dice are rolled, your Citizens are activated whether you roll the dice or your opponent does. Once activated, Citizens provide you with resources or minor powers that let you manipulate your resources. It's common to gain more resources when it's not your turn, because your opponent's just keep rolling the numbers that you need! You'll find yourself on the edge of your seat at the start of another player's turn to see what resources you'll pull in to give you more flexibility during your turn.

### UNLOCKING THE POWER OF DOMAINS

Other than Citizen cards, you can also add Domains to your kingdom. Domains in the game have epic powers associated with them. Some powers are one-time use, but others have special ongoing powers that trigger during specific phases in the game. Either way, buying a Domain not only gives you the power, it also gives you victory points at the end of the game.

But, you can't just buy Domains whenever you want! First, you must have the prerequisite citizen



icons in your kingdom. The prerequisite icons are found along the top-right edge of the card. Thematically, this means that you need to have a soldier-type Citizen to own a castle, or you need to have a holy-type Citizen to own a cathedral. This minor rule not only helps reinforce the theme of the game, but also balances out gold economy engines against other paths to victory.

Each Domain is unique, and *Valeria: Card Kingdoms* comes with enough Domain cards that you'll never see the same combination of Domains twice. They add a lot of re-playability and new flavor to each game you play!

### MONSTERS APLENTY

The kingdom of Valeria is plagued by Monsters and it's up to you to slay them. Not only will you gain victory points at the end of the game, but you'll also get an immediate reward.

Monsters are stacked by difficulty, with the weaker Monsters on top. At the bottom of each stack, there is a Boss Monster that is not only strong, but also pays out according to how many of his minions you've managed to slay throughout the game. This leads to some interesting timing decisions and is another way the game subtly shows player progress.

### FAMILIAR YET UNIQUE

*Valeria: Cards Kingdoms* is easy to learn due to its familiar mechanics, yet the layered strategies, secret objectives, and different set-ups keep the game unique and engaging, game-after-game.





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# BIG TROUBLE IN LITTLE CHINA THE GAME

## BIG TROUBLE IN LITTLE CHINA THE GAME

EEG BTILC-CORE01 .....PI | Available November 2017!

Memorable cult classic films span through the ages, but few are as well-loved and quoted

by fans as John Carpenter's *Big Trouble in Little China*. It all begins with a truck driver, a kung-fu gambler, a wizened magician, and a nosey lawyer embarking on an iconic adventure through Chinatown on a quest to rescue a green-eyed girl from the clutches of her nefarious kidnappers, the Wing Kong, and their Ghost-Sorcerer leader, Lo Pan. It's a mystical, action, adventure, comedy, kung-fu, monster, ghost story!

With *Big Trouble in Little China: The Game*, designers Chris Batarlis (Everything Epic) and Boris Polonsky (Flipside) have created a new way to experience the *Big Trouble* universe. In their game, players embark on all-new storytelling adventures with all the nostalgic feel of the original film, as well as new stories created for the board game.

"Making a game based on a licensed property is always a tricky proposition, but *Big Trouble* is a very special film to us, and we knew we had to make this happen," Chris explains. The designers have been hard at work on the game since 2015, teaming up with BOOM! Studios to secure the license, and dedicating themselves to making a game that fans would love.

Making the game feel like the film was very important to the design team. "We wanted to make a game that would transport the player into that world and let them go on their own adventures. A sandbox in which players can explore the way they want, by following the film or experiencing all-new stories, as they upgrade their characters for the final showdown with the evil Lo Pan," Chris notes. "We want people to tell stories in and out of the game."



Chris and Boris went through quite a few variations of the game to capture the essence of the movie while making the game a fun and cooperative experience.

All of the aspects of the game had to be right. The miniatures were painstakingly sculpted to capture the feel and likenesses of the characters from the film. The locations from the movie were recreated in great detail on the double-sided game board, superbly illustrated by Henning Ludvigsen (*Mansions of Madness*). And the quests were written with great care and reverence to the beloved film by Jim Samartino (*Secrets of the Lost Tomb*) to give the feel of the events of the movie, while also introducing new narrative.

*Big Trouble in Little China: The Game* starts off on the front side of the game board, in "Little China", where up to four players can take on the roles of their favorite characters from the film, like Jack, Gracie, Egg, and the rest of the gang, to explore Chinatown locations, complete quests, and do combat with villains. Each character has their own talents and abilities, allowing for different play styles that match the unique character. You'll work together, gaining *audacity* and leveling up the characters in preparation for the final showdown with Lo Pan.

Standing in your way is Lo Pan's unchecked criminal organization, the Wing Kong Hatchet Men, Lords of Death, his Security Forces, and the mythical Three Storms! And just like the heroes, each villain has their own stats and abilities that are thematic to the film.

Actions in the game are performed by allocating custom action dice to slots on your character's hero board. Players decide just how many dice to assign to any given task or combat. Use more dice







to assure success or possibly give yourself more actions on your turn.

After all of the Heroes have prepped, the 'Big Trouble' phase begins. Players draw a Big Trouble card to trigger special effects, spawn new minions, and raise the Big Trouble Track furthering Lo Pan's machinations. Players have to hurry, because the Big Trouble Track moves up at the end of each round and also anytime a hero goes to Hell, thus allowing Lo Pan to inch closer to breaking the curse and regaining his mortal form. If the Big Trouble Track fills, or the heroes fill the audacity track, Act Two, 'The Final Showdown' immediately begins. The game board flips to the backside, Lo Pan's Lair, and the players have to race against time to gain entrance to the arena and face-off with Lo Pan. If a player defeats Lo Pan in time, they win the game!



"Designing a game that lets players jump into the film was important, but we also wanted to make a game that felt fresh and had its own identity," Boris explained. "We came up with some really fun new game mechanics that we think all types of gamers will appreciate." To emphasize the cooperative gameplay, players may use the communal fate dice that give heroes a much-needed boost in a tight spot, but require you do a fate roll to see if the boost comes with a penalty. Another unique mechanic in the game are the 'Hell Cards'. When a player dies, instead of being removed from the game they go to a "Chinese Hell," gaining a Hell card that



often has a punitive, but fun effect, but doesn't remove heroes from the action. Just take Jack Burton's advice if ya wanna get out of hell free... remember... "It's all in the reflexes."

Players will have meaningful story choices to make within the quests which result in taking different paths each time a quest is played, discovering a new part of the story. 'Showdown Quests', generated by the outcome of the main quests, will affect how the showdown plays out on the back of the board. Multiple quest choices, branching paths, and variable showdown setups all add a ton of replayability to the game. If you worked together, got chi to level up, and played it smart, you and your team will be able to save Chinatown! If not, all will be lost, and Lo Pan will continue his reign of terror plaguing the world with his sorcery.

*Big Trouble in Little China: The Game* brings the action, adventure, and fun of the film into an immersive miniatures tabletop gaming experience with many unique features, components, and replayability. A game, certainly for fans of the film, but also for thematic cooperative game fans as well. A game that will have you telling stories during play, as well as telling your friends about the experience.

*Big Trouble in Little China: The Game* is estimated to release worldwide to retailers in November 2017. For more information, visit Everything Epic's site at [www.BigTroubleGame.com](http://www.BigTroubleGame.com).





# Blood & Plunder

## BLOOD & PLUNDER RULEBOOK

FGD 0001 ..... PI | Available Now!

One can more or less guess what *Blood & Plunder* is about based on the name. But, if you need clarification, it's a high-stakes game of adventure — primarily pirating — set in the Golden Age of Piracy where sea rovers were free to sail, kill (that's the blood part), and capture (that's the plunder bit) at will. The game is loaded with opportunities for cinematic action in a historically accurate setting, complimented by combat-posed miniatures and towering ships laden with cutthroat crews. In short, it's a tabletop endeavor to throw players into the swashbuckling action of 17th Century Caribbean conquest.

Steer your crew of bloodthirsty pirates to riches or your pirate-hunting privateers to their prey. Band together with the native islanders to fight off the French *boucaniers* treading your shoreline! You can throw your armies into the battles that made Captain Henry Morgan a legend or immerse yourself in the seafaring shenanigans of the day. All you need is a handy set of supplies to get started.



**Supplies:** You'll need the rules because the hardbound book is beautiful and you'll have a hard time playing *Blood & Plunder* without them. You might also want some *Blood & Plunder* miniatures because they're painstakingly sculpted for historical accuracy and aesthetic — and imperative to game-play. Playing cards are essential, whether it's a deck from Firelock Games or a regular ol' set of 52. Don't worry, everything you need to know about using them is in the rulebook. A set of D10 will come in handy because, let's face it, a tabletop skirmish needs a few dice rolls to keep things exciting, let your opponent blame their bad plays on rough rolls, and add that factor of luck coveted by sailors and gamers alike. But, you don't want too many dice rolls because, well, that's boring. You know what I'm talking about. And, of course, you'll need a measuring tape to avoid your opponent thinking you're a cheating scurvy dog and pulling his handy blunderbuss on you for passing that shoot attack right on the nose. It *could* happen.

Unlike some tabletop campaigns, which can start at dawn and end at dusk, you can squeeze a quick game of *Blood & Plunder* into about an hour (but they can, of course, go for a larger and longer game). With about 100-points of miniatures, you're set for a small skirmish. And actual game-play is pretty straightforward.



**Game Play:** As is routine, we start with initiative. You'll generally have two players in a game, but can certainly scale up if you're feeling rowdy. Each player should have a deck of activation cards. At the beginning of a round, players draw one card for each of their units on the table. If I'm going to slaughter some English with my Spaniards, and I have three groups of models on the table, then I'll pick up three cards. Likewise, if one of my units dies later and I'm left with two, I'd only draw two cards. Make sure your opponent can't see your cards — they're a secret! Unless, of course, you like to share your strategy so you can be decimated later.





To add a good deal of tactical depth, players get to attempt to choose their starting order. Opponents lay a card of their choosing from their hand facedown. Flip simultaneously. Your card's suit will tell you who gets to go first. (aren't you glad it's not another dice roll?!) You control your own initiative! The general rule of thumb is Spades, Hearts, Diamonds, then Clubs. Firelock cards have a nifty reminder on the suit symbol, but that info is accessible in your handy rulebook. The faster card means you get to take less actions. A slightly slower card may give you the advantage of having more actions – and this may be for life or death. This is probably where you'll feel the most pressure in the game because timing is everything!

But, you may wonder, what happens if both players have the same suit? There are, after all, only four. Choose the highest number between the two of you! And, if both players managed to place the exact same card on the table, then you brought this upon yourselves: roll the dice. Highest number wins!



Use the card you threw down and assign it to a unit. The card is pretty much going to tell you what to do. Your options are written out on Firelock cards, but are also in the rulebook. The folks over at Firelock Games will never leave you guessing. You'll have to activate each unit – so you can't just use all three of your cards to send your Milicianos Indios headlong into the enemy and stab them to death. Much like actual combat, everyone will have to be moving around and (ideally) killing things. In general, most things you need to know about



what you're allowed (or not) to do is displayed on the card, so there shouldn't be any pesky hand-stabbings over cheating accusations.

Your units will shoot, advance, or take other actions in battle until they're killed. You'll roll the dice a few times for shoot tests – but, what's interesting here is *fatigue*. Battle makes you tired. When you push your units, they end up feeling fatigued from overexertion. Fatigue is important because, if you have too many fatigue points, all you can do is rally, which is a dice roll to lead your men back into the fight. As you might've guessed, there are no cowards here! There is, however, a unanimous sense of self-preservation. Some men realize that the key to living isn't hitting harder, aiming faster, or shooting better – it's *leaving*. Failing a rally check when you've exceeded your fatigue will ensure that those clever gents don't attempt to re-immense themselves in the melee.



That's the gist of it all, anyway. Actual game-play is significantly more nuanced, but never boring. *Blood & Plunder* is designed to be a fast-paced fight with a few glimmers of realism instead of a long and arduous debacle of cup-shaking, dice-rolling, and cube-counting.

...

*Meagan likes coffee, history, sci-fi, hobby crafts, and fun games. She especially loves any combination thereof, even more if it's all five simultaneously.*



# MASSIVE DARKNESS



## MASSIVE DARKNESS

COL MD001 ..... \$119.99 | Available Fall 2017!

It's only been 60 years. The elders still remember it happening. The "uncivilized" tribes were banding together, led by someone (or something) calling itself "The Darkness." Humanity was being pushed back further and further. In order to defend against this seemingly never-ending onslaught, every effort went towards defeating this nemesis. To do so, the greatest smiths and enchanters in the land were called together. They created weapons of immense power, which were given to the greatest warriors. These new 'Lightbringers', as they were called, were the chosen ones who would save humanity. And it worked. The Darkness and its forces were beaten, crushed, and destroyed... forever. Seemingly. The weapons and artifacts of the Lightbringers were scattered, a grim reminder of humanity's darkest time. If only they were still right at-hand, for the Darkness is returning. In the deep, shadowy places, its Agents are gathering strength. A new generation of heroes must seek out the artifacts and once more make the world safe for humanity.

*Massive Darkness* is the new dungeon crawling, adventure board game from CMON and Guillotine Games. Players work cooperatively to defeat the forces of the Darkness, taking on the role of heroes, equipping them with weapons, and heading into the shadowy places of the world to root out this new breed of evil. *Massive Darkness* is scenario-based, each one having unique win conditions and posing different challenges to the players. The game is designed to be highly modular, so even with multiple play throughs, players can greatly alter the details of the game. Heroes, for example, don't have a specific class. Players can match any hero with any class. So, while a hero may have a proclivity to be a certain class, it's up to the player to determine which one they'll be. For example, mighty Bjorn might end up as a front-line Pit Fighter Barbarian, a nimble and sneaky Bloodmoon Nightrunner, or a magic-wielding Battle Wizard. While adventuring, heroes gain Experience that will allow them to level up, granting them new abilities. Each class has different ability tracks, so every time a player uses one, they have the chance to go in different directions with their character.

As monsters are slain and rooms explored, heroes will find gear that is drawn from the different treasure decks, again changing up what happens each time a game is played. To keep track of a character's progression, players use the plastic dashboards. It has a space for their character sheet, plastic pegs to track acquired experience, and spaces for their character's gear. That way, players always know what skills they have at their disposal, how long it is until they level up, and what sort of weapons and armor they have equipped.

Enemies are also modular. Certain scenarios might call for a specific one, but overall, any of the different enemy types can be used. On one pass through the scenario, players might face off against goblins, while on the next they could choose to take on orcs. A random roaming monster could be a giant spider or a vicious hellhound. Monsters are controlled

by a simple set of AI rules. Combat is resolved with a single roll of the customized dice. Players calculate the number of the two different attack dice to be used, as well as the two types of defense dice, and roll all of them together. Special abilities can be triggered when unique symbols are rolled. This keeps the game moving along, so play isn't bogged down in lengthy combat sequences.

The heroes are most likely going to find themselves outnumbered on the battlefield. A straight frontal assault of the enemy forces can often end in defeat for these stalwart defenders of civilization. In order to tilt the odds in



their favor, players have to make strategic use of the shaded areas of the map designated as Shadow Zones. When in one of these spaces, heroes go into 'Shadow Mode'. This represents them lurking in the darkness, looking for an opportunity to pounce on unsuspecting enemies. While in Shadow Zones, the heroes aren't counted for line of sight or attack purposes by most monsters. A wandering patrol of orcs might simply pass right on by. Then, when the patrol has made its way out of sight, the heroes can continue onward with their journey, or mount sneak-attacks. While in Shadow Mode, each hero gains a special benefit, and certain equipment will improve when utilized from the dark. It's time to fight the Darkness from the darkness.

The Darkness is resolute. It has suffered bitter defeat once, and it doesn't want that to happen again. In order for the light to triumph, the heroes must seek out the lost artifacts, hone their skills, and use a bit of stealth. Will civilization stand at the end? Only the heroes can decide. Look for *Massive Darkness* at your FLGS in Q3 of 2017.

...

Jason "Polar Bear" Koepp is a Content Producer for CMON and Editor in Chief of the Tabletop Gaming News website. He lives in Atlanta where he enjoys baking and sharing the results with the others in the CMON offices.







# SHADOWRUN ZERO DAY



A two-player hacking card game.

## GOING VIRAL SOON

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# PARAMEDICS

## CLEAR!

PARAMEDICS: CLEAR!

IMP SND0065 ..... \$39.99 | Available August 2017!

The best games do more than challenge our minds... they engage our emotions and deliver a true experience that we want to share with others and relive again and again. We want to be swept up in the excitement promised by the game's theme. So, when you create a game about being a paramedic in the field, where lives hang in the balance and failure to act in time can be the difference between life and death, you need to deliver — in spades!

aloud "CLEAR!" to save the patient. Otherwise, the EKG will alert you to coronary distress, with seven-seconds to go, before flatlining and signaling the loss of your charge as the timer reaches zero.

While the game can be played with any stopwatch-style timer, the free companion app complements the theme and tension of the game. Gary Kagan, the designer of *Paramedics: CLEAR!*, is an applications developer by day and considers himself a "math guy" who is partial to Euro-style designs, numbers, and patterns. In fact, early versions didn't even have a timer. "But," explains Gary, "it felt like the game was missing something. When the timer was added it made such

a difference. How you handle yourself and your emotions under stress is a critical element to the game — and ties to the theme perfectly." The atmosphere it helps create and the sound of players yelling "CLEAR!" also goes a long way to attract new players to the table.

Though, at this point, you may be wondering how a game about saving lives fits into Smirk & Dagger's long running reputation for publishing 'take that' games. Curt Covert, owner of S&D, laughed, "Yeah, me too — at first. There's no question that when you play the first couple times, the clock is the enemy and you're so focused on making sure your patients don't die there's little time for anything else. But, as you get better at managing the clock and marshalling your emotions, you start to see opportunities



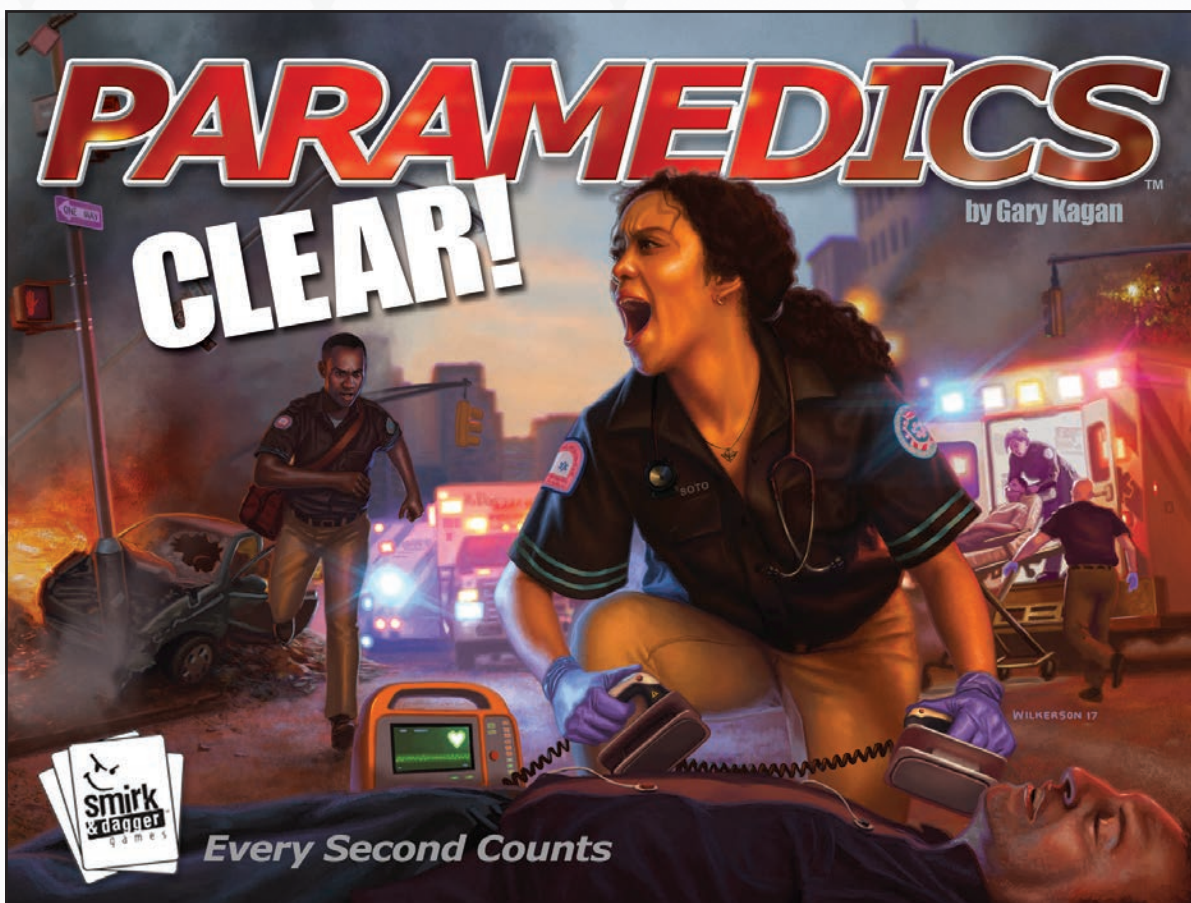
This August, Smirk & Dagger Games introduces *Paramedics: CLEAR!*, a competitive game for up to four players that drops you right into the action of being an EMT from the very first moment of play. Be quick to assess and sustain patients and rush them to the hospital. Manage your resources and upgrade your ambulance to save as many lives as possible. You only have seconds to act and the clock is against you. This is a manic, high-tension, timed game of saving lives — and you probably won't be able to save them all.

The game features a *FREE* companion app timer which limits each player's turn to 60-seconds and dwindles rapidly to just 45- or 30-seconds later in the game. In that time, players race to triage new patients, purchase medical supplies, treat their medical needs, and transport them to the hospital for victory points. *CRITICAL* patients add to the drama, and must be treated and rushed to the hospital, or be sent to the morgue, instead, where they count against your score.

The app, available on both Google Play and Apple iOS Appstore, dispatches players with the sound of fire station alert tones and bells, and pushes players to work quickly as the heartbeat of their patient beeps on the EKG display. All actions on a player's turn must be completed and the timer button clicked off, as the player calls out







to advantage yourself and poke the other players. Though, the fact that the game so deeply involves players emotionally is what truly endeared it to me. Above all, that's what I hope all Smirk & Dagger titles deliver for fans - and in this regard, it absolutely has a home."

Critical patients present one of the more 'smirky' opportunities in the game. Unlike regular patients, who require only one medical need be cared for each turn, Critical patients must have all their needs met on the turn you receive them or they will perish. "The adding of Critical patients introduced a whole new element to the game," Gary expressed, "and a really good way to screw over opponents." This is because when you empty a gurney, you must immediately draw two new patient cards and triage them, selecting one for yourself and giving the other face down to an opponent on their back-up gurney, creating a nasty surprise when their turn begins. Of course, if they are successful, the points are often higher for rescuing them.

"One of the changes that came late in the design was asking other players for help - STAT!", Gary exclaimed. There are times when a player simply doesn't have the resources available to save a patient. This new rule allows a player to call out "I need X supply, STAT!" and holds up two supply cards they are willing to give up to get the once crucial element they need. An opponent can gain an extra card on their turn for helping - but, is under no requirement to do so. "I feel this is a critical part of the game as it adds player interaction and passive-aggressive back-stabbing at the same time," Gary continued. "I loved watching playtests where one player calls for help and players just sat quietly, even though they could... or the ones who offered their assistance mere seconds before the timer expired!"

Balancing this is the ability to upgrade your rig, so your shifts run more efficiently. You can add more supply cabinets and store more

supplies for when you need them most. You can increase your hand size. And, importantly, you can pay to have a Medevac helicopter standing by on the pad, ready to fly out a patient when you can't save them yourself.



finished a game, sit back from being on the edge of their seat, and can finally breathe a sigh of relief," Curt said. "It may not be a true simulation of being a paramedic, but it delivers the same emotional-charged candy that you'd want from a game about it."

"But, as stressful as *Paramedics: CLEAR!* may seem at first," Gary added, "I've noticed that it actually helps you manage stress by teaching you to control the situation you're dealt and not to panic. (he smiles) Though, I can't say that's true for everyone, rookie!"

Be sure to check out *Paramedics: CLEAR!* when it debuts this August. It's one helluva ride. "Rescue squad - confirm and depart!"

...

Curt Covert is the owner and Chief Instigator at Smirk & Dagger Games, dedicated to proving that games are more fun when you can stab a friend in the back. A fourteen-year veteran in the industry and the inventor of *Cutthroat Caverns*, *Hex Hex*, and *Nevermore*, just to name a few. It's kinda like the word "schottenfreude" was coined just for him and his games.



# SHERIFF OF NOTTINGHAM MERRY MEN

An Interview  
with Designer  
Sergio Halaban

## SHERIFF OF NOTTINGHAM: MERRY MEN EXPANSION

PSI AWGDTE01SNX1 ... \$24.99 | Available September 2017!

The rumors about smugglers are all over Nottingham's alleys. In the last year, the Sheriff has confiscated a lot of illegal goods, but surely, he needs help! A Black Market has formed in the alleys, full of special demands from those inside. This has caused a rise in the number of smugglers, including many experienced thieves. Two Deputies were hired by the Sheriff in response. Prepare your illegal goods, follow the new laws, and fulfill the people's demands! Merry Men join your group in order to profit even more!

Merry Men is a collection of expansions for Arcane Wonders' *Sheriff of Nottingham*. Included in this expansion pack are:

- The **6th Player** expansion, where the honorable Sheriff has hired two Deputies to assist in the confiscation of illegal goods.
- The **Black Market**, where demand for contraband is high, and so are the rewards for those Merchants willing to take a risk! As well as **Special Order** that Merchants can fulfill for added profits.
- **Laws** — passed down from Prince John, this expansion brings about changes to the game, adding variance to the goods that can be brought into Nottingham.
- The **Merry Men**, outlaws of notoriety that wreak havoc if smuggled into Nottingham, for great reward (and risk) to Merchants choosing to provide them assistance!

### So, Sergio, how did the Merry Men expansion for *Sheriff of Nottingham* come about?

In the end of 2015, Bryan Pope and Tom Vasel shared their desire of doing an expansion for *Sheriff of Nottingham*. They sent a list of ideas they already had, and highlighted some challenges and issues an expansion could, or should, address. This was the starting point for what I think is a great addition to this wonderful game.

I promptly jumped in and tested their suggestions. This led me to new ideas that I shared with Bryan and Tom, and we decided together which modules would best fit in the expansion. Then, after lots of play-testing, changes, adjustment, more changes, and, of course, fine tuning, the *Merry Men* expansion came to fruition! ☺

I love the five modules in this expansion. They breathe new life to the game and bring new challenges for players. Today, I personally prefer to play *Sheriff of Nottingham* with an expansion rather than only the base game.

### As the designer, what part of the Merry Men expansion makes you the proudest?

From the five modules, one that I'm especially proud of is the "6th Player" addition. When we developed the core game, Bryan wanted to include a sixth player, which I agreed would boost sales. The main problem we faced with introducing a sixth player was the length of the



game — it just took too long with additional players. The solution was two deputies working together each round. Not only did this solve the length issue, but also enhanced negotiation and added an interesting new way to play the game.

### Do you have a preferred module that you like to play with?

I can't say I have a preferred module, but I do have one aspect that I especially like in each one:

- **Black Market** and **Secret Orders** — smuggling is more profitable.
- **Laws** — "forces" players to play differently from their habits.
- **Merry Men** — fun and thematic.
- **Sixth Player** — the more the merrier.

Each of the modules has something I like, and they're all great additions to the base game.

### Thank you for the interview Sergio. Do you have any final thoughts?

Yes, I had a great time developing this expansion! The opportunity to collaborate with Tom and Bryan was a wonderful experience.

...

Sergio Halaban is a Mechanical Engineer and has been designing games for nearly 20 years. With over 40 games published in



Brazil and the US, his published games include: *Sheriff of Nottingham* in collaboration with André Zatz, *Formula E* in collaboration with Bruno Faidutti, *Quartz*, *Sultan*, and *Matryoshka*.





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GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.

GTM 212.....\$3.99

ART FROM PREVIOUS ISSUE



#### OATH OF THE BROTHERHOOD

The island of Isla Granuja is a pirate safe haven and the headquarters for the secretive elite council of the Brotherhood of Pirates. Each year the Brotherhood chooses just one new pirate to join their ranks. Only the most skillful and daring need apply! In *Oath of the Brotherhood*, players take on the role of a young pirate, trying to outwit and outgun their rivals through the dark streets and ports of Isla Granuja. You'll have to command your crew, recruit new members, discover lost locations, battle other pirates, and complete quests to impress the pirate elite. Do you have what it takes to take the *Oath of the Brotherhood*?

AEG 7002.....\$49.99

#### SMASH UP: BIG IN JAPAN EXPANSION

*Smash Up: Big in Japan* brings the most kawaii base-bashing you've seen to *Smash Up*, with four factions born from Japanese pop culture: anime fighting girls, cute collectible critters that are totally not Pokémon, colorful fighters that are in no way Power Rangers, and kaiju.

AEG 5512.....\$24.99



## ALDERAC ENTERTAINMENT GROUP

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AEG 5878.....\$24.99



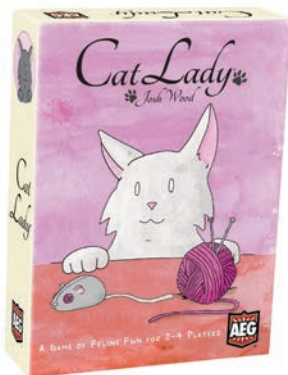
## ARES GAMES

#### AGE OF THIEVES

A fantasy board game of strategy, adventure, and skullduggery, *Age of Thieves* is set in Hadria, a medieval port metropolis located on the northern fringes of a mighty Empire. Through the art of stealth, chicanery, and dexterous maneuvers with the aid of alchemical potions and complex devices inspired by visionary ideas of Renaissance inventors, players portray master thieves on the verge of committing the most daring burglary of their career. Escape through one of four city gates with the Emperors' Jewel or other valuable loot and your reknown is assured - but, get caught by the city watch, and you'll be mercilessly tossed inside the dungeon, your name erased from the annals

of the omnipotent Guild! Scheduled to ship in September 2017.

AGS ENAOT01.....\$59.90



#### CAT LADY

The *Purr*-fect Game For Cat Lovers and Gamers Alike! Players in *Cat Lady* are feline fanciers, part of an elite group of people including Marie Antoinette and Ernest Hemingway. During the game, you and your fellow cat ladies draft cards, collecting toys, food, catnip, costumes, and, of course, lovable cats. But, watch out! Make sure you have enough food for all of your feline friends or your hungry cats will subtract points from your score!

AEG 5885.....\$24.99



#### MAD SCIENCE EXPO

It's Good To Be Bad! Players in *Mad Science Expo* are, well, mad scientists preparing for the 350th Annual Evil Science Expo. You must recruit the best team of henchmen to help retrieve supplies and carry out experiments in your quest to become the most famous (and notorious) mad scientist at the Expo!

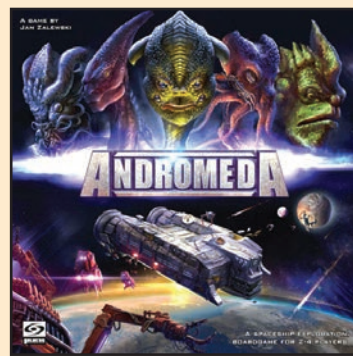
AEG 5886.....\$19.99

### SPOTLIGHT ON

#### ANDROMEDA

Sensors and radars scanning deep space detect a mysterious spaceship. Its call sign doesn't match any known frequencies, suggesting that the derelict craft may be a wreck of an ancient civilization. Scientists suspect the presence of millennia-old technology - enough to tip the delicate balance of power and guarantee domination in the universe! The Galactic Council has authorized an exploration team comprised of representatives from different races - but while they'll board together, they each have their own agendas and singular goal - to plunder as much data and fantastic technologies as possible! The pursuit for knowledge has begun! *Andromeda* is a strategic board game of space exploration and galactic domination in a far-flung future. Scheduled to ship in September 2017.

AGS ANAND01.....\$59.90





**RAGERS: CHAMPIONS OF THE ARENA**

It's better to let professionals draw first blood! Every year, all tribes gather for the Great Thing. Supervised by feared judges and in the face of ruthless deities, each and every individual who feels harmed or wronged may prove their rights on the bloodied sands of the Arena of the Righteous, challenge the alleged wrongdoer to single combat, and seek retribution for any crime - or, at least, that's what the Ancient Law dictates. Unstoppable Veterans, mighty Bashers, cunning Chancers, and daring Ragers enter the Arena to fight for justice (and good money!). Two teams assemble in the pits - the Accusers and the Defenders. Only one team can emerge victorious, bringing glory to their master. Will you lead them to victory, or let their fate be doomed? *Ragers: Champions of the Arena* is a game of wits and bluff for two players. Scheduled to ship in September 2017.

AGS ENRG01 ..... \$14.90

**THIS WAR OF MINE: THE BOARD GAME**

In war, not everyone is a soldier. Imagine you wake up one day and the streets you used to walk are now in ruins. Rules and laws no longer apply. Your very existence is at stake now - the city is cut-off and if you want to survive, you must scavenge food, medicine, and weapons. Will you prey on the weak, or try to keep your morality? *This War of Mine* is a cooperative game of survival and moral decisions in a besieged, war-ridden city, where hardships test the essence of humanity. Scheduled to ship in September 2017.

AGS ENTWM01 ..... \$69.90

**ZOMBIE TERROR**

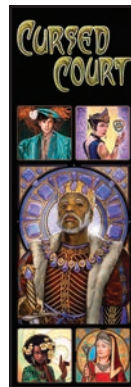
We must stay together - they're everywhere! Only a few have managed to remain alive after the "zombieapocalypse". A small group of survivors hunkered down inside a shopping mall, but the apparent safe haven soon turned out to be a dead end - literally! In the face of danger they have only one choice - to escape! However, the only way leads through a parking lot full of ravenous, brain-craving undead! *Zombie Terror* is an asymmetrical game for two players. Scheduled to ship in September 2017.

AGS ENZT01 ..... \$34.90

**ASMODEE EDITIONS****FEATURED ITEM****MYSTERY: SECRETS & LIES EXPANSION**

Shed new light on the strange events leading up to the ghost's death in *Secrets & Lies*, the second expansion for *Mystery*. Using their gifts, the psychics' task is to lift the veil on these troubling events, using eighteen brand-new story cards to provide further context to why this ghost met such an untimely end. Additionally, you'll find 42 vision cards that the ghost can use to assist the psychics as they investigate the all-new suspects, locations, and objects (six of each). Step inside, your seat at the table awaits! Scheduled to ship in September 2017.

ASM MYST03 ..... \$29.99

**ATLAS GAMES****CURSED COURT**

The intrigues of the realm's greater nobility are a subject of fixation, even obsession, for the minor nobles whose fortunes can be elevated - or shattered - by what happens at court. In *Cursed Court*, players wager their limited influence across the courtly seasons. As the machinations of the nine key nobles are progressively revealed, their fortunes rise and fall. After three years, a winner is crowned. Scheduled to ship in October 2017.

ATG 1400 ..... \$49.95

**BANDAI****SPOTLIGHT ON****DRAGON BALL SUPER**

Scheduled to ship in November 2017  
NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

BOOSTER 2 DISPLAY (24)

BAN DBB07351 ..... PI

SPECIAL PACK SET 2 DISPLAY (6)

BAN DBB07405 ..... PI

**BEZIER GAMES****PALACE OF MAD KING LUDWIG**

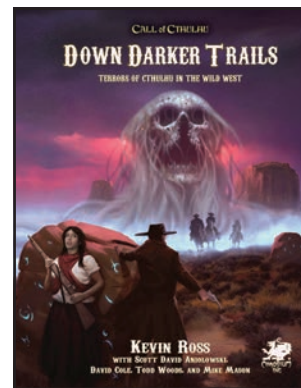
King Ludwig II of Bavaria has called upon all great architects to design his greatest achievement: a world-renowned palace. Only the best will do! Gorgeous appointments, white stone, surrounded by water, with swans everywhere. Oh, and the Ludwig touch? All the architects must design the palace together, and the one who shows the best influence will receive the order to build it. *The Palace of Mad King Ludwig* is a direct, standalone sequel to *Castles of Mad King Ludwig*. Scheduled to ship in October 2017.

PSI BEZPMKL ..... \$59.95

**CATALYST GAME LABS****DUNGEONS & DRAGONS: DRAGONFIRE DBG - ADVENTURES - THE TROLLCLAWS**

Delve into the dangers of the Trollclaws with this second storyline expansion for the *Dragonfire Deckbuilding Game*, packed with new Encounters, Magic Items, and Market cards. Scheduled to ship in October 2017.

PSI CAT16202 ..... \$19.99

**CHAOSIUM****CALL OF CTHTHU: DOWN DARKER TRAILS - TERRORS OF CTHTHU IN THE WILD WEST HARDCOVER**

Saddle Up! Get yourself a posse together and have a look-see what's over that hill. There's strange rumors coming in from the whisperin' desert. You'd best put a round in that iron and make haste! *Down Darker Trails* is a new setting for *Call of Cthulhu* - the American West of the late 19th century. Rub shoulders with the likes of Wild Bill Hickok, Crazy Horse, and Calamity Jane, while journeying through towns like Deadwood and Dodge City. Down these dark trails the taint of the Cthulhu Mythos stirs, ready to lure the unwary and tempt the power-hungry with whispered secrets of cosmic knowledge. This is a West of hidden worlds, lost treasures and cities, dubious deals and unsavory alliances. A land filled with beauty, mystery, terror - and wild adventure! Here you'll find the means to create Old West investigators, new occupations, new pulp talents, and new skills, as well as inspiration and guidance on bringing the terrors and mysteries of the Great Old Ones into your campaigns. Plus, two complete towns, the gold-hungry Pawheaton and San Rafael on the Texas border, are fully detailed, providing Keepers with ready-made inhabitants and locales from which to stage campaigns. Scheduled to ship in October 2017.

CHA 23151 ..... \$44.95





### BUTTON MEN STRATEGY DICE GAME

Beat People Up! James Ernest's award-winning *Button Men* returns in an exciting, new format - slimmer, tougher, faster! Set in Fight City, a fictional 1950's gangster town, *Button Men* features dozens of characters from four warring criminal factions, each with its own, unique fighting style. Backward-compatible to all previous *Button Men* sets, this new edition comes complete with standard, multiplayer, and campaign rules, plus 48 new characters in four factions and 30 polyhedral dice including Poison, Shadow, and all-new Rush dice. Scheduled to ship in October 2017.

PSI CAG244..... \$35.00

NOT FINAL ART

### CHRONICLE BOOKS



### CTHULHU: THE ANCIENT ONE TRIBUTE BOX

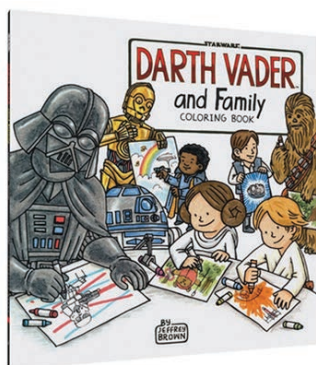
The signature character of author H. P. Lovecraft's darkly fantastic fiction, Cthulhu is as emblematic for Lovecraft's fans as Darth Vader is for *Star Wars* adherents. Both feared and worshipped in the stories, Cthulhu has since been the subject of new fiction, artwork, roleplaying games, toys, and other items celebrating Lovecraft and fandom for weird tales. This totemic set includes a hand-painted figurine suitable for display or dark contemplation, an altarpiece stand, and a booklet discussing the Ancient One's place in Lovecraft's works and in popular culture. Scheduled to ship in August 2017.

CHR 4771..... \$19.95

### DARTH VADER IN A BOX

This one-of-a-kind, hand-painted Darth Vader statue in a classic force-choke pose, complete with a customizable display stand and a booklet of the Sith Lord's most chilling and inspirational quotes, is an essential totem for *Star Wars* fans or anyone wishing to master the dark side of the Force. Scheduled to ship in August 2017.

CHR 8506..... \$19.95



### DARTH VADER AND FAMILY COLORING BOOK

Color the galaxy with Darth Vader as he rules the Empire - while keeping an eye on his rebellious kids, Luke and Leia. Featuring artwork carefully adapted from Jeffery Brown's *New York Times* bestselling *Darth Vader and Son* series, plus nine new images, here's a creative coloring adventure for Jedi Masters and young Padawans alike. Scheduled to ship in August 2017.

CHR 9232..... \$14.95



### DONNER DINNER PARTY

Stay Hungry! Who's safe when there are cannibals hiding among you? In this fast-paced game of social deduction, cannibals and pioneers face-off in a fight for survival! Set in the winter of 1846, players are members of the ill-fated Donner Party wagon train, stranded atop a mountain with no food and no hope. Who will avoid becoming tonight's dinner and make it off the mountain alive? And who are the suspicious scoundrels hungry for human flesh? Scheduled to ship in August 2017.

CHR 2799..... \$19.95

# UNEARTH™

RECLAIM. REBUILD. REMEMBER.

Long ago, your ancestors built great cities across the world. Now your tribe of Delvers must explore forest, deserts, islands, caverns, and mountains to find these lost cities. Claim the ruins, build places of power, and restore the glory of a bygone age.

Unearth is a dice placement game for 2-4 players from Brotherwise Games, the makers of *Boss Monster*, the hit dungeon building card game.

Available from your distributor now.





### FOOD FORTUNES

This playful take on tarot makes divining the sacred mysteries of "what's for dinner tonight?" a snap. Simply lay the cards out three at a time and, *voilà* - a meal appears as a vision from the spirit realm! Scheduled to ship in August 2017.

CHR 0567 .....\$12.95



### HBO'S GAME OF THRONES COLORING BOOK

Immerse yourself in the world of *Game of Thrones* through this beautifully and intricately illustrated coloring book for adults. Complete portraits of your favorite characters, and experience the dramatic landscapes and cities of Westeros - and beyond! Scheduled to ship in August 2017.

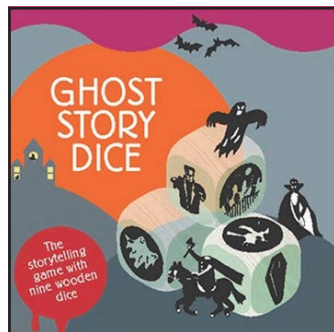
CHR 4305 .....\$15.95



### GEEK BATTLE GAME

In *Geek Battle*, the game of extreme geekdom, players divide into teams to battle their way through rigorous trivia categories, including sci-fi, fantasy, comics, video games, science, and technology. The goal is to reach the Inner Sanctum of Geekdom, the crowning glory for every geek! Scheduled to ship in August 2017.

CHR 5499 .....\$19.95



### GHOST STORY DICE

Revive the art of storytelling using these nine beautifully illustrated wooden dice to create ghostly stories. Construct your own spooky adventure tale with an array of creepy characters like vampires, headless horsemen, and decapitated knights. You can use your cloak of invisibility to escape from the dungeon in the haunted house, but beware of the creaking staircase! Once you've made it out, will your getaway car break down in the middle of a forest lit by a full moon? Scheduled to ship in August 2017.

CHR 9815 .....\$14.95



### GUILTY AS CHARGED!

Who's the guilty party? The majority wins in *Guilty as Charged!*, the Party Game of Pointing Fingers! Scheduled to ship in August 2017.

CHR 1762 .....\$19.95



### ICK: THE GAME

Take a deep breath and say, "ewwww!" The world's grossest monsters battle it out in this super-fun and lightning-quick card game of gooey worms, toxic slime, and bug-eyed beasties. It's a monster-eat-monster world as cards turn, fortunes change, and players vie for ultimate ick supremacy! Scheduled to ship in August 2017.

CHR 8724 .....\$15.95



### MAGIC & FAIRY-TALE DICE

Packed with eight story dice and one superpowers die, this beautifully designed and illustrated set of enchanting story dice will stimulate children's imaginations and encourage storytelling skills. Scheduled to ship in August 2017.

CHR 9198 .....\$14.95



### MR. SPOCK LOGIC AND PROSPERITY BOX

In the *Star Trek* universe, the U.S.S. *Enterprise's* chief science officer Mr. Spock personifies taking a logical approach to life's problems. This one-of-a-kind set encourages fans to tap into their inner Vulcan and take inspiration from Spock's cool, calm demeanor. Including a unique hand-painted bust, a display stand, and a booklet filled with philosophical quotes and images of Spock in action, this set is ready to be displayed at the office, on the mantle, on a starship bridge, or anywhere else rational thought and tidings of prosperity might come in handy. Scheduled to ship in August 2017.

CHR 4506 .....\$19.95



### PAPER CHESS SET

Everything needed to enjoy this age-old game of strategy is included in this portable package. An easy-to-assemble chessboard and 32 sturdy punch-out paper chess pieces capture a timeless yet modern design. Simply fit together the pieces (no glue required) from the king to the queen to the bishops, rooks, pawns, and beyond, and then fold out the striking board. Scheduled to ship in August 2017.

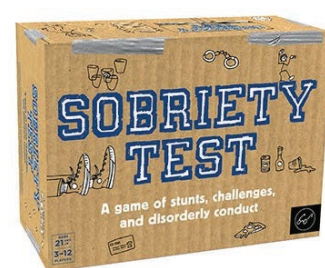
CHR 0324 .....\$14.95



### PIRATE ADVENTURE DICE

Revive the art of storytelling using these nine beautifully illustrated wooden dice to create the most imaginative, funny, and bizarre stories. Construct your own pirate adventure tale with sea monsters, mermaids, parrots, and messages in bottles, not forgetting the all-important map and buried treasure! Scheduled to ship in August 2017.

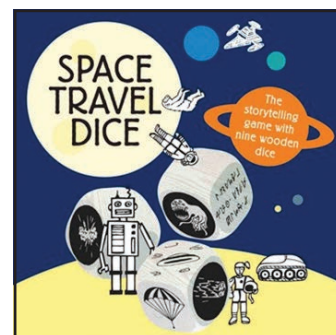
CHR 9389 .....\$14.95



### SOBRIETY TEST

Can you recite "Twinkle, Twinkle Little Star" backwards? Can you name all twelve signs of the zodiac while hammered out of your mind? Can you do a curtsy while balancing a ball on your fist? Influenced by the tests issued to those who may have had too many martinis, *Sobriety Test* is a hilarious and raucous game that will have friends reeling just to prove they're totally "with it". Scheduled to ship in August 2017.

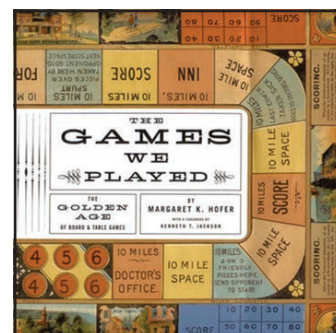
CHR 9508 .....\$19.95



### SPACE TRAVEL DICE

Revive the art of storytelling using these nine beautifully illustrated wooden dice to create the most imaginative, funny, and bizarre stories. Construct your own intergalactic adventure tale with flying saucers, cyborgs, mad scientists, and aliens. Form an army with your space troopers to battle giant insects, dodge black holes, and even gain superpowers like time travel and x-ray vision! Scheduled to ship in August 2017.

CHR 9495 .....\$14.95

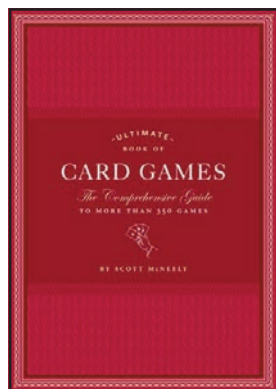


### THE GAMES WE PLAYED HC

Organized around themes such as courtship, commerce, travel, sports, and city life, *The Games We Played* brings together over one hundred eye-catching examples of America's rare and popular board games, such as "The Game of Playing Department Store" and "Bulls and Bears: The Great Wall St. Game". This playful visual survey of its thematic essays will cause board and table game aficionados to share in the revelry of togetherness. Scheduled to ship in August 2017.

CHR 3974 .....\$24.95





### ULTIMATE BOOK OF CARD GAMES HC

Classic and comprehensive, this guide and essential resource to over 350 games provides the rules to dozens of variations of your favorite card games - from Bridge to Poker, Solitaire to Hearts - and a few you've probably never heard of (Bezique, anyone?). Scheduled to ship in August 2017.

CHR 6422 ..... \$19.95



### YODA WISDOM BOX

The ultimate Jedi Master from *Star Wars* is also the perfect totem for wisdom in all of life's pursuits. Having explored the galaxy and studied the Force for hundreds of years, Yoda has passed on his knowledge of the Jedi arts to generations of the galaxy's greatest heroes. Now you can have your own Yoda sensei in your life! This one-of-a-kind, hand-painted Yoda statue comes with a customizable galactic display stand, a booklet of Yoda's most inspirational musings alongside full-color illustrations, and a sheet of removable stickers of select quotes. Scheduled to ship in August 2017.

CHR 4700 ..... \$16.95



### ZOMBIE CRIBBAGE

The classic parlour game that just won't die! This absurdly fun mash-up reimagines the most popular tabletop game of all time as a creepy zombie march with twisted rules and game components, including a custom-illustrated deck of cards. Points earned through card play send zombies lurching down a cobblestone scoreboard in a race to the finish line. Scheduled to ship in August 2017.

CHR 2113 ..... \$19.95

### COOLMINIORNOT



### 13 CLUES

The year is 1899 and London is experiencing a crime wave. To help with their case load, Scotland Yard has called in some of the best detectives around, each assigned their own mystery to solve using the clues at hand. In *13 Clues*, players take on the role of Scotland Yard detectives trying to solve their own, unique mystery. They must identify the culprit, the scene of the crime, and the weapon that was used. Scheduled to ship in October 2017.

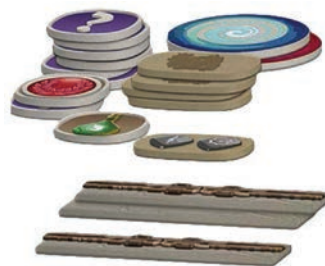
COL TTC001 ..... \$29.99



### ARCADIA QUEST: INFERNO GUILD DICE

When facing off against the evil forces of *Inferno*, players are going to need every bit of luck they can muster. The *Arcadia Quest: Inferno Guild Dice Pack* provides two more Defense dice and unique Attack dice in each of the different Guild colors.

COL AQ030 ..... \$6.99



### ARCADIA QUEST: PLASTIC TOKEN PACK

The *Arcadia Quest: Inferno Plastic Token Pack* replaces all of the cardboard tokens that come in the base game with highly detailed, engraved and colored plastic tokens. There are 57 tokens included in the pack, featuring everything from Portals to Exploration tokens. Scheduled to ship in August 2017.

COL AQ031 ..... \$19.99

# FAST FOOD FEAR!

Your kitchen crew better work together to get the monsters their food...or YOU become lunch!

Available in August!

3 to 6

15 min

8+

# DEVIR

www.devirgames.com



**DREAM ON!**

Dreams can be vivid, as if they're actually happening. But, when they end, they can be difficult to remember. With a little luck, and some careful communication with friends, a dream can be something that's cherished forever. *Dream On!* is a collective storytelling game where players create a dream together. Scheduled to ship in October 2017.

COL DRM001 .....\$19.99

OFFERED AGAIN

**SPOTLIGHT ON****O/A MASSIVE DARKNESS**

Bring Light to the Darkness! Long ago, a battle was waged between the Darkness and the legendary Lightbringers. Through magical craftsmanship, these warriors were equipped with powerful weapons and won the war. Now, the Darkness that had been vanquished is rallying all manner of wicked creatures to its cause. The legendary Lightbringers who once stood against it are no more, and it falls to a handful of untested heroes to gather their courage and venture into the dungeons to uncover the Darkness' plans, and stop them before it can spread throughout the land! It will take cunning, stealth, and savvy from a new generation of Lightbringers to defeat this ancient enemy - and endure the *Massive Darkness*!

COL MD001 .....\$119.99

CORVUS BELLI

**INFINITY****ARIADNA 6TH AIRBORNE  
RANGER REG. (MOLOTOK)**

CVB 280189-0650 .....\$11.17

**COMBINED ARMY RODOK,  
ARMED IMPOSITION DETACHMENT  
(MISSILE LAUNCHER)**

CVB 280682-0653 .....\$14.12

**SPOTLIGHT ON****MERCENARIES OUTRAGE  
CHARACTERS PACK**

CVB 280726-0673 .....\$43.55

**NOMADS RIOT GRRLS**

CVB 280586-0651 .....\$39.19

**PANOCEANIA TUETONIC KNIGHTS  
(SPITFIRE/COMBI RIFLE)**

CVB 280293-0663 .....\$18.48

**ALEPH EKDROMOI  
(HMG/COMBI RIFLE)**

CVB 280855-0638 .....\$18.48

**TOHAA SUKEUL COMMANDOS  
(MISSILE LAUNCHER)**

CVB 280931-0652 .....\$11.17

**YU JING ZHANYING IMPERIAL  
AGENTS (HACKER)**

CVB 280392-0649 .....\$11.17

**CRYPTOZOIC ENTERTAINMENT****CARTOON NETWORK  
CROSSOVER CRISIS DBG:  
ANIMATION ANNIHILATION**

Featuring classic Cartoon Network characters, past and present, from *The Powerpuff Girls*, *Adventure Time*, *Uncle Grandpa*, *Cow and Chicken*, *The Grim Adventures of Billy & Mandy*, and *Ed, Edd n Eddy*, the *Animation Annihilation* standalone boxed expansion for the *Cartoon Network Crossover Crisis Deck-Building Game* introduces six new oversized characters to play as well as the new ability, "Wonder", which allows players to play the top card of the main deck, place it into the Line-Up, and immediately buy it! Scheduled to ship in October 2017.

CZE 02575 .....\$25.00

**SPOTLIGHT ON**

NOT ACTUAL ART

**DC COMICS DBG:  
CONFRONTATIONS**

Team-up to take on unholy alliances with *Confrontations*, a standalone boxed expansion for the *DC Deck-Building Game*. Packed with 192-cards and introducing both Team vs. Team and Head-to-Head play, *Confrontations* features eight new oversized characters to play, with three versions of each, plus the new "Assist" keyword that allows you to play cards during your teammate's turn. Scheduled to ship in October 2017.

CZE 02196 .....\$40.00

**SUPERNATURAL: PLAYING CARDS  
COLLECTOR'S TWO-PACK TIN**

*Supernatural* fans can now double-down on the thrills and chills with two decks of Poker-sized playing cards featuring your favorite demon hunters, Sam and Dean Winchester, along with *Supernatural* sigils and iconography. This special collector's edition tin gathers together both sets of previously released *Supernatural Playing Cards*. Scheduled to ship in October 2017.

CZE 02559 .....\$15.00

**TEEN TITANS GO! DBG: CORE SET**

When there's trouble, you know who to call - the Teen Titans! Take on the role of a Teen Titan and recruit other Titans to help you steal away allies from your foe in the *Teen Titans Go! Deck-Building Game*. Scheduled to ship in October 2017.

CZE 02510 .....\$25.00



**DUNGEON ABBEY:  
THE SHOOTING PARTY**

Pull! It's time to open the dungeon doors and blast whatever comes out! I bet I can bag more than you! Balderdash! Look out! A giant, acidic jelly cube! Both barrels! *Dungeon Abbey: The Shooting Party* is a game for 1 to 4 villainous toffs. Scheduled to ship in October 2017.

PSI CB72121 .....\$24.99

**DEVIR AMERICAS****MICHAEL STROGOFF**

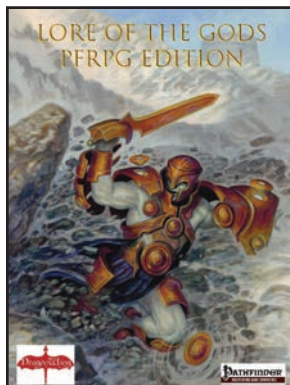
Russia, the end of the 19th Century. The traitorous Colonel Ivan Ogareff has conspired with the Tartars to invade the empire, cutting communications between Moscow and Irkutsk, the capital of Siberia. Michael Strogoff has been tasked by the Tsar to deliver a message to his brother, the Grand Duke in Irkutsk, to warn him of the coming threat! Inspired by Jules Verne's lesser-known novels, players in *Michael Strogoff* are couriers racing across Russia to deliver the message to the Duke and thwart Ogareff. Juggling time, using resources wisely, and overcoming threats (and sometimes pressing their luck), the fastest player to reach Irkutsk can challenge Ogareff for the win. Scheduled to ship in October 2017.

DVR BGSTROGEN .....\$39.99

**DRAGONWING GAMES****PATHFINDER RPG: LORE OF THE GODS**

*Lore of the Gods* introduces four new pantheons to your *Pathfinder Roleplaying Game* campaigns. Choose from Egyptian, Greek, Mesopotamian, and Norse mythologies, and learn the histories behind each god profiled. Deity profiles include favored classes and races, plus rules for creating avatars, demigods, deities, and even designing your own pantheon. Also included are new feats, skills, domains, spells, magic items, as well as new base classes, prestige classes, and templates that are directly influenced by certain deities, creatures, beasts, and heroes drawn directly from mythological lore. Whether it's Odin, Zeus, Amon, or Ishtar, show your players that there are reasons why the gods grant boons - or bring dooms! Scheduled to ship in September 2017.

S2P DWG5100 .....\$49.99

**FANTASY FLIGHT GAMES****FEATURED ITEM****ARKHAM HORROR LCG: ECHOES  
OF THE PAST MYTHOS PACK**

The King in Yellow has come to Arkham! You've caught the performance, and now find yourself drawn into the maddening web of powerful forces and sinister events that seem to surround the mysterious play. In *Echoes of the Past*, the first Mythos Pack in *The Path of Carcosa Cycle* for *Arkham Horror: The Card Game*, you head to the Arkham Historical Society, hoping to learn more about the play. But, what you actually find will shatter your sanity! Fortunately, thirty new player cards (a complete play set of each) enhance your investigator's ability to remain calm and composed in the face of unthinkable horrors! Scheduled to ship in September 2017.

FFG AHC12 .....\$14.95

**FEATURED ITEM****DRAGON SHIELDS:  
MATTE (100)**

Scheduled to ship in July 2017.

**JET**

FFG DSH114 .....\$10.99

**MINT**

FFG DSH115 .....\$10.99

**UMBER**

FFG DSH116 .....\$10.99

**FEATURED ITEM****A GAME OF THRONES LCG:  
2ND EDITION - THE  
BROTHERHOOD WITHOUT  
BANNERS CHAPTER PACK**

Take up arms with outlaws in *The Brotherhood Without Banners*, the sixth and climactic Chapter Pack of the *Blood and Gold Cycle* for *A Game of Thrones: The Card Game*. Whether you're serving the Night's Watch with Donal Noye or leading the brotherhood with Beric Dondarrion, this expansion has plenty to offer, including a brand-new agenda inviting you to join the Brotherhood Without Banners. Scheduled to ship in September 2017.

FFG GT21 .....\$14.95

**FEATURED ITEM****LEGEND OF THE FIVE  
RINGS LCG: CORE SET**

Honor is Stronger Than Steel! The Emerald Empire of Rokugan. It is a land upheld by honor, guided by fate, ruled by destiny. The Great Clans each support the Emperor, but inter-clan conflict is inevitable - both in the Emperor's courts and on the battlefield. In the midst of danger and turmoil, honor must be your sword and your armor! Enter the vibrant world of Rokugan with *Legend of the Five Rings: The Card Game*, a Living Card Game of honor and conflict for two players! Drawing on the legacy of AEG's original *Legend of the Five Rings Collectible Card Game*, and now reimagined with new mechanics, story, and the Living Card Game model, you are invited to join the Great Clans, uphold the tenets of Bushido, and fulfill your duty to your daimyo and the Emperor in a world shaped and changed by a dynamic, player-influenced story. The *Legend of the Five Rings: The Card Game Core Set* comes with everything a player needs to explore the seven great clans of Rokugan - the Crab Clan, Crane Clan, Dragon Clan, Lion Clan, Phoenix Clan, Scorpion Clan, and Unicorn Clan. It also includes a variety of tokens, cards, and rule sheets that make the Core Set the definitive starting point for the *Legend of the Five Rings: The Card Game*. Scheduled to ship in October 2017.

FFG LSC01 .....\$39.95





## FEATURED ITEM



### STAR WARS DESTINY: EMPIRE AT WAR BOOSTER PACK DISPLAY (36)

Ezra Bridger! Sabine Wren! Thrawn! Empire at War brings the cast of *Star Wars: Rebels* to *Star Wars: Destiny*, emulating the chaos found in the *Star Wars* galaxy during its darkest times with themes that disrupt your opponent's board and decimate their best laid plans. Featuring new character, support, upgrade, and event cards, these 160-cards cards focus on taking core concepts of *Star Wars: Destiny* and throwing them into disarray! Scheduled to ship in September 2017. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

FFG SWD07-D ..... \$107.64



## FEATURED ITEM

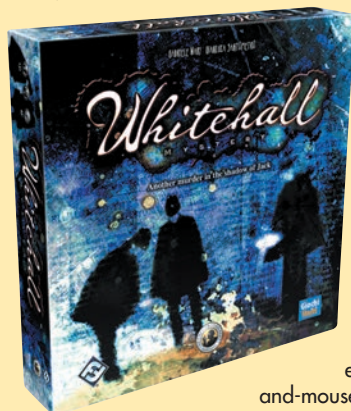
### STAR WARS X-WING MINIATURES GAME: GUNS FOR HIRE EXPANSION PACK

*Guns for Hire*, the Scum and Villainy aces expansion for *X-Wing*, adds tremendous versatility to the faction's Kihrazz fighters and StarVipers. Both are represented by miniatures with eye-catching alternative paint schemes, and you'll find a handful of ambitious new pilots eager to fly them, as well as two new Titles and other upgrades with which you can get them combat-ready. Altogether, the expansion comes with two starfighter miniatures, eight ship cards, twelve upgrades, and four condition cards, plus all the maneuver dials, bases, and tokens you need to send your hired guns to battle! Scheduled to ship in September 2017.

FFG SWX73 ..... \$29.95



## FEATURED ITEM



### WHITEHALL MYSTERY

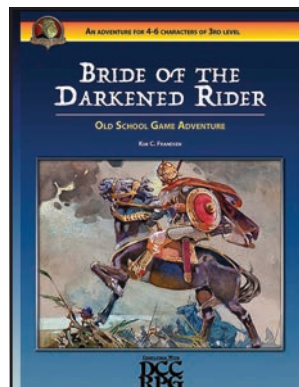
Leave Your Mark on History! In 1888, construction of the New Scotland Yard in London's Whitehall District comes to a screeching halt when a woman's torso is left on the police's doorstep. Though somewhat out of character with the most recent wave of brutal murders, the grisly nature of the crime can only mean one thing: Jack the Ripper has returned! This time, the killer emerges with a new game of cat-and-mouse as he plans to leave four more

limbs in unknown locations throughout the city. The New

Scotland Yard must reach beyond their precinct to assemble a new team of experts to hunt down the monster and bring him to justice. This may be the investigators' last chance to capture the murderer before he slips away - forever. Make London quake at the mention of your name or capture Jack and end his reign of terror, once and for all, in *Whitehall Mystery*, a new standalone game from the *Letters from Whitechapel* series. Scheduled to ship in September 2017.

FFG VA102 ..... \$39.95

## FAT GOBLIN GAMES



### BRIDE OF THE DARKENED RIDER

Two of the kingdom's baronies have been at odds and, occasionally, outright war for centuries, in a blood feud that lost all meaning generations ago. Things have recently changed as the heads of the two noble families have arranged a marriage between the heirs to their baronies, in a move to secure peace and prosperity to the region. Compatible with the *Dungeon Crawl Classics RPG*, *Bride of the Darkened Rider* is an *Old School Game Adventure* for 4-6 characters of 3rd Level. Scheduled to ship in September 2017.

S2P FGG4000 ..... \$11.95



### CASTLE FALKENSTEIN: FIREARMS & MARGARINE

Murder in the City of Lights! When a prominent leader in the Faerie labor movement is struck down by an assassin's Cold Iron bullet, it falls to the Dramatic Characters to find the culprit. Who could possibly have committed such a dastardly crime? Was it the owner of the margarine factory the labor movement was protesting? Or perhaps the underground anarchist organization known as the Commune? Or might it have been a head of police, frustrated at his inability to quell the demonstrations? The investigators must work quickly to solve the case before chaos erupts upon the streets of Paris or, worse, a war between human and Faeries spreads like wildfire across New Europa! *Firearms & Margarine* is an Adventure Entertainment in the form of a mystery and suitable for any *Castle Falkenstein* game. Scheduled to ship in September 2017.

S2P FGG2001 ..... \$14.95



### VS. STRANGER STUFF: SEND IN THE CLOWNS (SPECIAL EDITION)

*Send in the Clowns* is a special edition of *vs. Stranger Stuff*, a mini-roleplaying game of 80's inspired adventure/horror/ sci-fi, typically involving children and teens. You have a complete game system, with three

short adventures and the tools you'll need to do much more, all in one single book. Scheduled to ship in September 2017.

S2P FGG3002 ..... \$14.95

## FIRESIDE GAMES



### KAIJU CRUSH

The monstrously clever city-smashing game, *Kaiju Crush* casts players in the roles of giant monsters who have descended on the same city to destroy buildings and fight for supremacy! Crush Commercial, Community, Power, and Transportation properties, occupy and control territory, and unleash your special abilities against your fellow kaiju! Scheduled to ship in October 2017.

PSI FSD1009 ..... \$29.95

## FLYING FROG PRODUCTIONS



### SHADOWS OF BRIMSTONE: FERAL VAMPIRES MISSION PACK

This *Mission Pack* for *Shadows of Brimstone* contains a set of *Feral Vampires* (6), as well as a new Objective Room Map Tile, over 40 new cards themed for these gothic horror Enemies, and four new Missions. Scheduled to ship in October 2017.

FFP 07MP01 ..... \$39.95



# STAR WARS X-WING MINIATURES GAME

# GUNS FOR HIRE



GUNS FOR HIRE  
EXPANSION PACK

SWX73 | \$29.95

[X-WING.com](http://X-WING.com)

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### SHADOWS OF BRIMSTONE: UNDEAD OUTLAWS DELUXE ENEMY PACK

This *Enemy Pack* for *Shadows of Brimstone* contains a set of Undead Outlaws (6) as well as the infamous Undead Gunslinger (1), and includes complete rules, a host of new cards, and two new Missions. Scheduled to ship in October 2017.  
FFP 07DE05 .....\$39.95

### FORCE OF WILL



### FORCE OF WILL: REIYA CLUSTER - ANCIENT NIGHTS BOOSTER PACK DISPLAY (36)

**NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
YCW 524130 .....PI

### FUTURE CARD BUDDYFIGHT TCG: EVOLUTION AND MUTATION ALTERNATIVE BOOSTER DISPLAY (30)

**NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
YCW 403838 .....PI

### FUNKO



### FIVE NIGHTS AT FREDDY'S SISTER LOCATION 5" ACTION FIGURE

Funko introduces the *Sister Location* characters in the form of 5-inch action figures! Collect Funtime Freddy, Funtime Foxy, Baby, and Ballora to build your own Ennard! Scheduled to ship in July 2017.

**BABY**  
DIA STL052191 .....PI  
**BALLORA**  
DIA STL052194 .....PI  
**FUNTIME FOXY**  
DIA STL052193 .....PI  
**FUNTIME FREDDY**  
DIA STL052192 .....PI



### FIVE NIGHTS AT FREDDY'S SISTER LOCATION FIGURINES (4)

Funko introduces the *Sister Location* characters in the form of two vinyl figure 4-packs! Pack includes Funtime Freddy, Funtime Foxy, Baby, and Ballora! Scheduled to ship in June 2017.  
DIA STL052196 .....PI

### GALE FORCE NINE



### TOMB OF ANNIHILATION

### DUNGEONS & DRAGONS RPG: TOMB OF ANNIHILATION DM SCREEN

The perfect companion for Dungeon Masters running the *Tomb of Annihilation* adventure, or any adventure rooted in the jungles of Chult and the city of Port Nyranzaru, the front of this screen features colorful artwork from *Tomb of Annihilation*, while the interior provides the DM with essential maps and tables. Scheduled to ship in September 2017.  
GF9 73708 .....\$14.99

### GAMES & GEARS

### LEGENDARY HEROES



### DWARF HERO 32MM

GNG 01001 .....\$26.00



### FEMALE HERO RANGER 32MM

GNG 01003 .....\$26.00



### ORC HERO 32MM

GNG 01002 .....\$26.00



### RED MAGE 32MM

GNG 01000 .....\$26.00

### PATHFINDER RPG: HEROES FOR HIGHDELVE GENCON 50TH ANNIVERSARY ADVENTURE BOOK

Introduced during GenCon 50, *Heroes for Highdelve* is a *Pathfinder Roleplaying Game* adventure designed for Level 1 characters.  
GNG 01004 .....\$14.99



### GAMES WORKSHOP

### CITADEL



### PAINT: BASE - DEATH GUARD GREEN 12ML

GAW 21-37 .....\$4.25



### SPRAY: DEATH GUARD GREEN SPRAY

GAW 62-32 .....\$19.50

### WARHAMMER 40K

### SPOTLIGHT ON



### 8TH EDITION RULEBOOK

In the grim darkness of the far future, there is only war. Your guide to the new edition of *Dark Imperium* with extensive exploration of the *Warhammer 40,000* setting, this hardcover tome features the backstory for every faction in the galaxy, not least of which are the arrival of the Great Rift, the rise of Chaos, and the launching of the Indomitus Crusade, plus all the rules you need to wage the bloodiest of wars in the far future. Also included are full guidelines for three ways to play (open, narrative, and matched), advanced rules to represent the myriad war zones, and all the rules you need to play games of *Cities of Death*, *Planetstrike*, *Stronghold Assault*, and *Death from the Skies*.

GAW 40-02 .....\$60.00





**COMBAT GAUGE**  
GAW 65-34.....\$10.00



**COMMAND DICE**  
GAW 40-44.....\$20.00

## SPOTLIGHT ON



### DARK IMPERIUM

The Warhammer 40,000 core boxed set comes complete with two armies of brand-new miniatures (The Primaris Space Marines and the Death Guard), plus a booklet for each army containing background information and data sheets, as well as the Warhammer 40,000 hardcover rulebook, Dice, and Range Rulers.

GAW 40-01.....\$160.00



**DARK IMPERIUM NOVEL**  
GAW BL2339.....\$27.00



**INDEX: CHAOS**  
GAW 43-97.....\$25.00



**INDEX: IMPERIUM VOL 1**  
GAW 43-91.....\$25.00



**INDEX: IMPERIUM VOL 2**  
GAW 43-92.....\$25.00



**INDEX: XENOS VOL 1**  
GAW 43-94.....\$25.00



**INDEX: XENOS VOL 2**  
GAW 43-95.....\$25.00



**SECTOR IMPERIALIS OBJECTIVES**  
GAW 40-43.....\$35.00



**TACTICAL OBJECTIVE CARDS**  
GAW 40-20.....\$12.50



**WOUND TRACKERS (6)**  
GAW 40-47.....\$75.00

## WARHAMMER



**AGE OF SIGMAR CHAOS  
KORGHOS KHUL AND  
BLOODSECCATOR**  
GAW 83-42.....\$40.00



**AGE OF SIGMAR STORMCAST  
ETERNALS VANDUS  
HAMMERHAND**  
GAW 96-33.....\$40.00



**AGE OF SIGMAR  
THUNDER AND BLOOD**  
GAW 80-19.....\$80.00

## GOODMAN GAMES



### DUNGEON CRAWL CLASSICS: TREASURE CHEST

This collection contains a veritable treasure trove of 10 *Dungeon Crawl Classics* adventure modules offered at an introductory price.

IMP GMGTC2.....\$50.00



### FIFTH EDITION FANTASY: TREASURE CHEST

This collection contains a veritable treasure trove of 10 *Fifth Edition Fantasy* adventure modules offered at an introductory price.

IMP GMGTC1.....\$50.00



### METAMORPHOSIS ALPHA: TREASURE CHEST

This collection contains a veritable treasure trove of the *Metamorphosis Alpha Collector's Edition* plus 12 supplements offered at an introductory price.

IMP GMGTC4.....\$50.00

## GREATER THAN GAMES



### SCYTHE: THE WIND GAMBIT

Mankind has long been confined to travel by land and sea, but a new technology has emerged from the greatest minds in Eastern Europe: airships. These steam-driven behemoths sail freely across the sky, aiding their empire's expansion through innovation and confrontation. *Scythe: The Wind Gambit* contains two modular expansions: airships and resolutions. Scheduled to ship in November 2017.

GTG STM631.....\$30.00



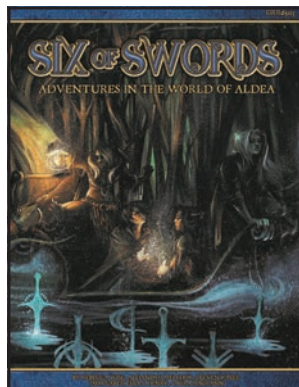
## GREENBRIER GAMES

**FOLKLORE: THE AFFLICTION - GHOST MINIATURES PACK**

In folklore, deceased characters carry on as ghosts while they work towards being reunited with their mortal body. The *Ghost Miniatures Pack* contains alternate figures for each of the 12 playable characters in *Folklore: The Affliction*, cast in an ethereal blue translucent plastic. Also included is The Wraith, a fearsome apparition here to thwart our heroes from beyond the grave! Scheduled to ship in October 2017.

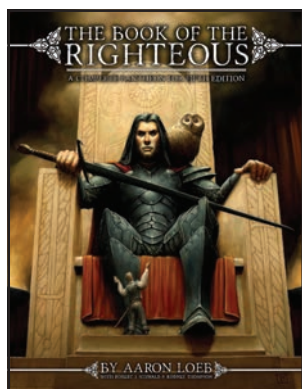
PSI GNEFL05 .....\$24.95

## GREEN RONIN PUBLISHING

**BLUE ROSE RPG: SIX OF SWORDS - ADVENTURES IN THE WORLD OF ALDEA**

An adventure anthology for *Blue Rose: The AGE RPG of Romantic Fantasy*, *Six of Swords* introduces six adventures set in the fantastic world of Aldea that provide Narrators with ready-to-play scenarios for characters of various levels. They include ruined mansions, masquerade balls, vampiric curses, mysterious masks, sorcerous secrets, ghostly hauntings, lost loves, looming threats, and tragic quests where heroes are called upon to make pivotal choices. Scheduled to ship in August 2017.

GRR 6503 .....\$29.95

**BOOK OF THE RIGHTEOUS: 5TH EDITION**

The most comprehensive pantheon in roleplaying games is back in a new edition for 5E. The *Book of the Righteous* provides more than 20 pick-up-and-play churches, whose organization and beliefs are described in lavish detail, as well as a comprehensive mythology that unifies all of the gods in the book. Scheduled to ship in August 2017.

GRR 3601 .....\$49.95

**CRITICAL ROLE: TAL'DOREI CAMPAIGN SETTING - 5TH EDITION**

Until now, the wondrous and dangerous lands of Tal'Dorei have been the sole stomping grounds of *Critical Role's* adventuring company, Vox Machina. But now, you can explore these realms in a tome from the pen of Game Master Matt Mercer, himself! Will you find one of the revered Vestiges of Divergence or perhaps discover part of the Chroma Conclave's legacy? Can you help the Ashari in their sacred charge to prevent the elemental vortices from overwhelming the world, or will you find yourself embroiled in the machinations of the Clasp? This setting book takes an in-depth look at the history, people, and places of Tal'Dorei, and includes new backgrounds, magic items, and monsters for the *Fifth Edition* rules. Scheduled to ship in August 2017.

GRR 3602 .....\$34.95

**DRAGON AGE RPG: FACES OF THEDAS SOURCEBOOK**

From fan-favorite companions like Alistair and Dorian to deadly antagonists like Loghain and Knight-Commander Meredith, *Faces of Thedas* gives Game Masters a memorable cast to work with, providing game statistics, backgrounds, and advice on how best to use these characters in your own *Dragon Age* campaigns. Major organizations like the Antivan Crows and the Carta are also detailed. Scheduled to ship in September 2017.

GRR 2811 .....\$39.95

**MUTANTS & MASTERMINDS RPG: ROGUES GALLERY SOURCEBOOK**

Packed with dozens of fearsome foes for your *Mutants & Masterminds* campaigns, *Rogues Gallery* collects super-villains from Green Ronin's popular online series, with the addition of new material and never-before-seen characters. Within its pages you'll find solo and loner villains, teams and alliances, organizations and outliers, and bad guys of myriad power levels, backgrounds, and styles, all with complete game information and ready-made adventure hooks. Scheduled to ship in September 2017.

GRR 5515 .....\$34.95



## IDW GAMES

**CENTIPEDE (ATARI)**

Wandering into an enchanted forest, a wayward garden Gnome finds itself surrounded by succulent mushrooms - however, the mushrooms aren't alone! Roaming this enchanted forest is a ravenous Centipede! Armed only with his wits and trusty magic wand, the Gnome must beat back the advancing Centipede and its army of beastly bugs! In Atari's *Centipede*, players venture into the world of the classic arcade game as one player controls the Gnome, exploring the forest and trying to defeat the Centipede, while the Centipede player, eager to destroy the Gnome, must wiggle their way to the other end of the board. The Gnome player rolls and spends their dice to perform actions, while the Centipede player uses a deck of cards to spawn Fleas, Spiders, and Mushrooms, trying to control the game board. Players are armed only with their wits in this race to eliminate their opponent, take control of the enchanted forest, and win the game.

IDW 01309 .....\$39.99

**RAYGUNS AND ROCKETSHIPS**

"Blast Off!" on an adventure that's out of this world! Strap on your jetpack and man your raygun, because it's going to take all of your wits and courage to pilot your rocketship to victory! There's a galaxy's worth of action in *Rayguns and Rocketships*, a dual-scale miniatures board game of competitive, strategic adventure to fight for the fate of the galaxy! Pilot your bulky, yet powerful rocketships with pre-programmed cards, then spring into fast, dice-driven combat with your jetpack-adorned planetes. Man your rocketship's rayguns, control panels, and engines to earn unique combat bonuses, or fly them off into space to board and sabotage your foes! There's a galaxy of strategic opportunities at your disposal and a crew ready for your command in *Rayguns and Rocketships*!

IDW 01080 .....\$74.99



## INDIE BOARDS &amp; CARDS

**KOKORO: AVENUE OF THE KODAMA**

Draw Your Path to Fun! The enchanted forest of the kodama is flourishing. But, with so much growth, the ancient paths to the sanctuaries within have become overgrown and lost. Now, the forest guardians call upon you, their loyal kodama, to restore these paths. Help your kodama build these paths, gather offerings for the guardians, and win their favor in *Kokoro: Avenue of the Kodama*. Scheduled to ship in October 2017.

PSI IBCKR1 .....\$19.99





### PATH OF LIGHT AND SHADOW

The Tyrant Queen has seized the throne, eliminating the land's monarchs and sending their rightful heirs deep into exile! Her rule is oppressive, The Realms lay divided, their former wonder lost and forgotten. You, the sons and daughters of the once-great houses, have gathered your followers, your conscripts, and your army. The time has come to take back what is yours in *Path of Light and Shadow*, a massive empire-building experience combining area control, deck management, and civilization customization. As players vie to rule The Realms, they must enlist and promote supporters, outfit their burgeoning empire with powerful

technologies, align with persuasive leaders, and lay siege to the rival exiles after the throne. Above all else, each player must decide what type of leader they will become, cruel or merciful. But, choose wisely, for each path has its rewards and perils. Scheduled to ship in October 2017.

PSI IBCPATH1 ..... \$79.99

## JOHN WICK PRESENTS

### SPOTLIGHT ON



### 7TH SEA RPG: 2ND EDITION - CORE RULEBOOK HARDCOVER

Save the Queen of Avalon from treacherous blackmail! Thwart a dastardly assassination attempt on the Cardinal of Castille! Raid the villainous fleets of Vodacce Merchant Princes! Free the Prince of the Sarmatian Commonwealth from a mysterious curse! Make decisions that alter the very course of Theah history in *7th Sea*, a tabletop roleplaying game of swashbuckling and intrigue! In *7th Sea*, players take on the roles of heroes thrown into global conspiracies and sinister plots, exploring ancient ruins of a race long vanished and protecting the rightful kings and queens of Theah from murderous villains. It is a world of sharp blades and sharp wits, where a cutting retort can be just as deadly as a sword point! Scheduled to ship in July 2017. PSI JWP7001 ..... \$59.99

### 7TH SEA RPG: 2ND EDITION - GAMEMASTER SCREEN

This three-paneled, full color Gamemaster Screen contains all of the *7th Sea: Second Edition* information you need to make quick decisions in the high-action world of Theah. Scheduled to ship in July 2017.

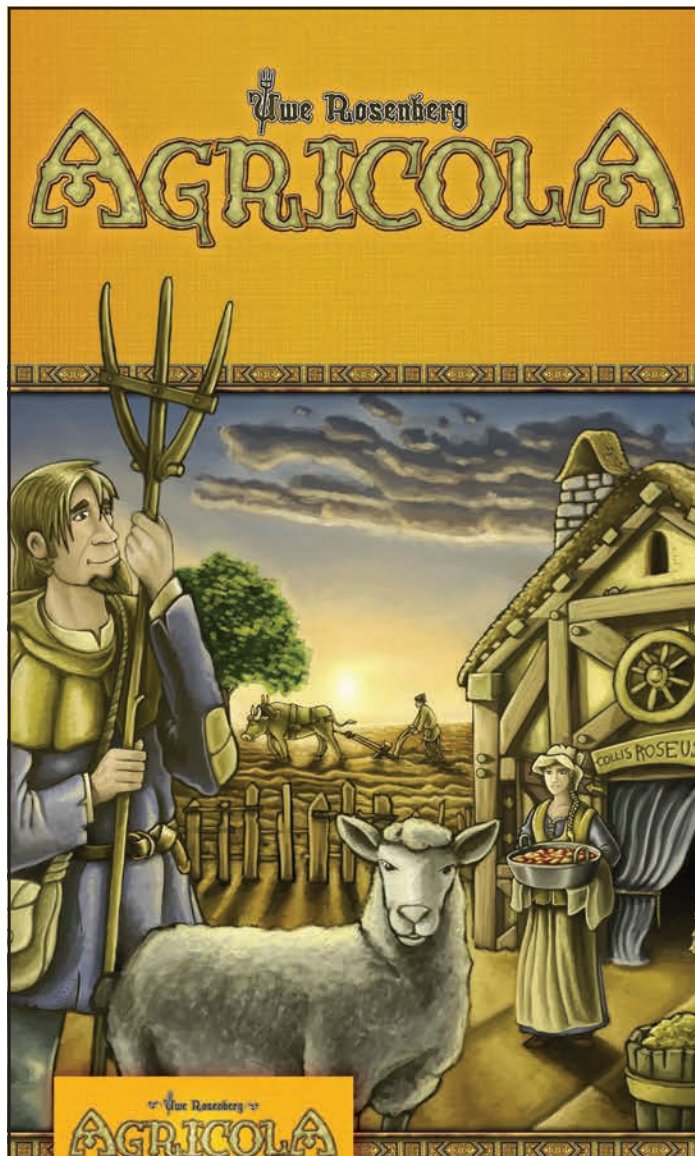
PSI JWPAA006 ..... \$19.99



### 7TH SEA RPG: 2ND EDITION - HEROES AND VILLAINS HARDCOVER

There is an energy in Theah. A great power summoning forth the brightest souls... and the darkest. For every knife-twisting assassin, there is an ever-diligent bodyguard. For each great act of courage and hope, there is a dastardly deed performed in darkness. For every Hero there is a Villain. *Heroes & Villains* gives you 40 Heroes and 40 Villains to use in your *7th Sea* campaigns. It discusses heroism, villainy, and possible redemption for lost souls who have fallen into darkness and includes new Advantages, Backgrounds, and other systems for use with *7th Sea: Second Edition*. Scheduled to ship in July 2017.

PSI JWP7003 ..... \$39.99



Either make the best all-around farm in *Agricola* for 1-4 players, or specialize in animal Husbandry in *All Creatures Big and Small* for 2 players. Whichever choice you make get prepared for deep strategy because the 17th century was not an easy time to be a farmer!

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## 7TH SEA RPG: 2ND EDITION - NATIONS OF THEAH

### V1 HARDCOVER

Liberty! Equality! Freedom! Change is coming to Theah's western nations. Tensions rise as disenfranchised, war-weary people grow restless under the unrelenting rule of the nobility. Now, the people look towards revolution as the only respite. Adventure, political intrigue, and upheaval lurk around every corner. Are you ready to take up the cause? This sourcebook for *7th Sea: Second Edition* includes new Backgrounds, Advantages, Dueling styles, and monsters, and features expanded setting information for Theah's four western nations (Avalon, Castille, Montaigne, and Vestenmennavenjar). Scheduled to ship in July 2017.

PSI JWP7005.....\$39.99



## 7TH SEA RPG: 2ND EDITION - PIRATE NATIONS HARDCOVER

Piracy on the Seven Seas has reached a fever pitch. The black flag poses a constant danger for merchants and navies, as unscrupulous brigands seek their fortunes. But, there are more dangers afoot than pirates: beasts lurking under the waves, rumors of haunted and immortal ghost ships, and a demon named "Reis". This sourcebook for *7th Sea: Second Edition* includes new Backgrounds, Advantages, Stories, and Sorceries, and details five new Pirate Nations (Aragosta, Jaragua, La Bucca, Numa, and The Atabeen Islands). *Pirate Nations* also includes new setting material featuring the Devil Jonah, the dreaded Reis, and the Atabeen Trading Company. Scheduled to ship in July 2017.

PSI JWP7004.....\$39.99



## 7TH SEA RPG: 2ND EDITION - SORTE DECK

A tool of Fate Witches throughout Voddace, each Sorte Deck is constructed by its owner, with cards selected in a unique arrangement to suit the needs of that particular Sorte Strega. No two are identical, and they make for powerful tools to pull at the strings of fate. Featuring evocative illustrations by Jabari Weathers, the *Sorte Deck* contains 78 beautiful cards that can be used as substitutes for dice during play, a new way to create characters, or the perfect prop for your Sorte Strega. Scheduled to ship in July 2017.

PSI JWPAA005.....\$24.99

## KEIFER ART

### SHERLOCK HOLMES AND MORIARTY'S WEB

Scheduled to ship in July 2017.

HPS KFASHE01.....\$45.00

## KEYMASTER GAMES

### CAMPY CREATURES

Scheduled to ship in August 2017.

HPS KYM0201.....\$24.99

## KONAMI DIGITAL ENTERTAINMENT



## YU-GI-OH! TCG: CODE OF THE DUELIST SPECIAL EDITION BOX DISPLAY (10)

Combining Fusion, Ritual, Synchro, Xyz, Pendulum, and Link Monsters to kick-off a new Dueling era of Yu-Gi-Oh!, *Code of the Duelist* introduces brand-new Deck themes like Gouki and Trickstar, as well as new "Lightsworn" monsters! This 100-card expansion for the Yu-Gi-Oh! Trading Card Game is introduced in Special Edition packs containing three *Code of the Duelist* booster packs, 1 of 2 Super Rare variant cards (Skull Meister or Solemn Strike), and a Super Rare preview card from the Fall 2017 booster set. Offered in 10-count displays. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 83420.....\$99.90

## SPOTLIGHT ON



## YU-GI-OH! TCG: KAIBA'S COLLECTOR BOX CASE (12)

Master the most legendary dragons with Kaiba's *Collector Box*! A modern revamp of the original *Dueling Legend's Starter Deck*, this 50-card Deck for the Yu-Gi-Oh! Trading Card Game features Kaiba's favorite cards, like Battle Ox, Vorse Raider, and Enemy Controller. Each *Kaiba's Collector Box* comes with one *Starter Deck: Kaiba Reloaded*, three *Duelist Pack: Kaiba*, three *Duelist Pack: Yugi*, an Ultra Rare variant art Blue-Eyes White Dragon, and an oversized card of the same variant art Blue-Eyes White Dragon. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 83533.....\$239.88

## YU-GI-OH! TCG: YUGI'S COLLECTOR BOX CASE (12)

Believe in the 'Heart of the Cards' with Yugi's *Collector Box*! A modern revamp of the original *Dueling Legend's Starter Deck*, this 50-card Deck for the Yu-Gi-Oh! Trading Card Game features Yugi's signature cards, like Summoned Skull, Buster Blade, and Mirror Force. Each *Yugi's Collector Box* comes with one *Starter Deck: Yugi Reloaded*, three *Duelist Pack: Yugi*, three *Duelist Pack: Kaiba*, an Ultra Rare variant art Dark Magician, and an oversized card of the same variant art Dark Magician. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 83537.....\$239.88

## LARK AND CLAM



## DEER LORD: EMOTIONAL ROLLER COASTER EXPANSION

Duel! Dupe! Deceive! Be sneaky, act crazy, and manipulate your opponents with *Emotional Rollercoaster*, featuring new dupes and dares from the Flirty and Mean decks for *Deer Lord*. Scheduled to ship in July 2017.

PSI LC2002.....\$7.99

## LEGENDARY GAMES



## FOREST KINGDOM CAMPAIGN COMPENDIUM

Into the Woods! Step under the shadowed boughs of the forest realm to find a wild world of magic, mystery, monsters, and more! From the misty boreal taiga of the cold northern reaches to wondrous glades of enchanting fey beauty, the *Forest Kingdom Campaign Compendium* offers a wealth of amazing supplements for your wilderness campaigns. Scheduled to ship in September 2017.

### 5TH EDITION

S2P LGP340KB105E.....\$49.99

### PATHFINDER RPG

S2P LGP340KB10PF.....\$49.99

## LEVEL 99 GAMES



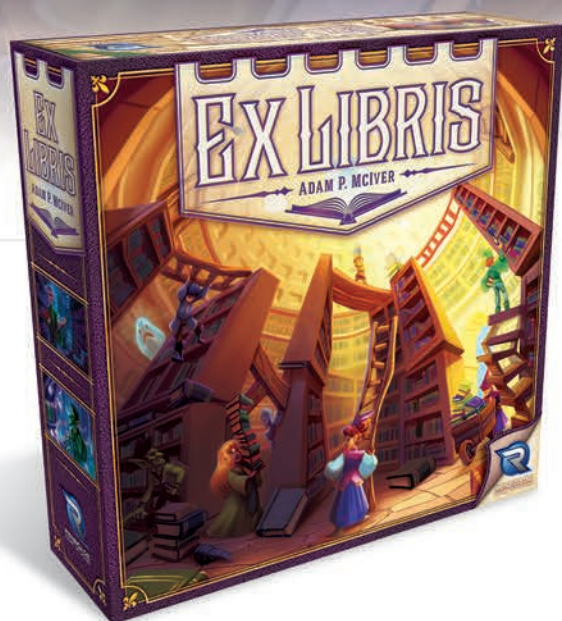
## MILLENNIUM BLADES: SPONSORS

This expansion features nine additional sets of promotional cards designed and sponsored by game industry professionals for use with the *Millennium Blades Card Board Game*.

IMP L99MBP02.....\$12.00



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## LONE SHARK GAMES

### APOCRYPHA: THE FLESH - EXPANSION BOX 1

Complete with four pawns, 10 dividers, and a storybook, this expansion box contains 400 cards in four chapters (Deathless, Fae, Golems, and Physicians) for use with *Apocrypha*. Scheduled to ship in October 2017.

LSG 20102.....\$40.00



### THE NINTH WORLD

Set a billion years in the future in the *Numenera* universe, players in *The Ninth World*, a skillbuilding card game collaboration between Monte Cook Games and Lone Shark Games, explore the nine kingdoms of The Steadfast, each a very different place to adventure. They discover strange relics of the past, trying to discern which are powerful cyphers and which are just weird oddities, and fight creatures of all shapes, sizes, and limb arrangements. Outside of the Steadfast is The Beyond, a wild and remote realm. And there are even places beyond The Beyond, awaiting your discovery. Scheduled to ship in October 2017.

LSG 20201.....\$49.99

### THE NINTH WORLD: PLAY MAP

A double-sided, full-color map for use with *The Ninth World*. Scheduled to ship in October 2017.

LSG 20203.....\$19.99



### THORNWATCH

A graphic novel adventure game for 3-6 players that bridges the gap between narrative-driven RPGs and pick-up-and-play board games, players in *Thornwatch* fight their way through the comic panels of a world created by Penny Arcade's Mike Krahulik and Jerry Holkins. Each branching storyline plays in about an hour using easy-to-learn character decks and custom dice mechanics, while gorgeous map tiles and pawns provide a sense of tactile immersion that is unique to each adventure. Scheduled to ship in October 2017.

LSG 20301.....\$77.95



### THORNWATCH: THE DARK OF THE WOOD

This expansion box for *Thornwatch* comes with 200 cards, 30 pawns, five player trackers, nine storyboards, and a rulebook. Scheduled to ship in October 2017.

LSG 20302.....\$34.95

## MAX PROTECTION



### KEEP CALM AND BURN IT DOWN PLAYMAT

MAX 8010MKCRED.....PI



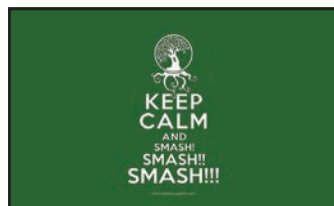
### KEEP CALM AND CORRUPT THEM ALL PLAYMAT

MAX 8010MKCBLK.....PI



### KEEP CALM AND CRUSADE FOR THE LIGHT PLAYMAT

MAX 8010MKCWHI.....PI



### KEEP CALM AND SMASH SMASH SMASH PLAYMAT

MAX 8010MKCGRN.....PI

## MODIPHIUS



### COLD & DARK RPG

Dying is easy, living is hard, and pain is a given. Centuries from now mankind lives on in the Sirius galaxy, an enormously vast and dense system of stars. It's a greedy industrial society run by corporations and the Governmental Industrial Complex, and the onslaught of strip-mining has stirred something terrible best left buried and forgotten. In the sci-fi universe of *Cold and Dark*, a frightening and violent world, players take on the roles of people who have chosen to live on the edge as site engineers, corsairs, and deep space salvagers. Only out there in the big empty, on the verge of disaster facing the horror, do they flourish and realize their full potential. This is sci-fi at its coldest and darkest. Scheduled to ship in August 2017.

IMP MUH050184.....\$34.99



### CONAN: CONAN THE THIEF

Whatever it is you seek, fast hands and quicker wits can forge a legend. From the choked avenues of the most dangerous cities to the marbled corridors of the wealthiest palaces, master thieves and deadly assassins seek to make their fortunes, risking all in pursuit of gold, prestige, and respect. Embark upon dangerous heists, avoiding traps, watchmen, hideous creatures, and fell sorceries in pursuit of treasures beyond your wildest dreams. Work alongside legendary thieves of Conan's world, carrying out robberies worthy of their reputation, or work against them and take the riches of the world for yourself! Steal wealth beyond measure, avoid capture, and secure yourself a place in infamy with *Conan the Thief*, a complete sourcebook for Robert E. Howard's *Conan: Adventures in an Age Undreamed Of Roleplaying Game*. *Conan the Thief* takes you into the dark underworld of the Hyborian Age, with a gazetteer covering the cities of Nemedra, Brythunia, Corinthia, Shadizar, and Zamora, where thieves prosper and riches are there for the plunder! Scheduled to ship in August 2017.

IMP MUH050387.....\$24.99



### SPACE 1889: THE STRANGE LAND

Scheduled to ship in August 2017.

#### REGULAR EDITION

IMP MUH051057.....\$9.99

#### SAVAGE WORLDS EDITION

IMP MUH051058.....\$9.99



### SYMBAROUM RPG: KARVOSTI - THE WITCH HAMMER

Karvosti - *The Witch Hammer* is the second episode in the *Chronicle of the Throne of Thorns* for the *Symbaroom* RPG. Scheduled to ship in August 2017.

IMP MUH051006.....\$39.99

## MUTHA OITH CREATIONS



### SAVAGE WORLDS RPG: LOW LIFE - HEAP OF CREEPS CLUMP 3

*The Heap of Creeps* is a collection of snazzy, oversized cards that present a monster illustration on one side and a collection of stats and information about the featured creature on the other. Each set contains 20 fully illustrated cards and five plastic feet. Scheduled to ship in September 2017.

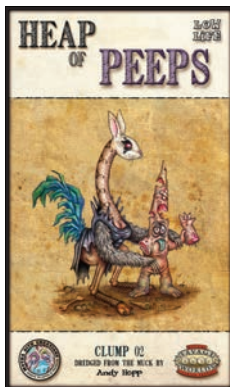
S2P MOC21002.....\$19.95



## SAVAGE WORLDS RPG: LOW LIFE - HEAP OF PEEPS CLUMP 2

The *Heap of Peeps* is a collection of snazzy, oversized cards that present a monster illustration on one side and a collection of stats and information about the featured creature on the other. Each set contains 20 fully illustrated cards and five plastic feet. Scheduled to ship in September 2017.

S2P MOC21101 .....\$19.95



## NINJA DIVISION GAMES



### ONAMI

A strategic card game rooted in Japanese culture, players in *Onami* attempt to capture rival territories. Gain power by taking control of your neighbors' holdings through a single move, or by performing strategic "waves" of conquest. Featuring breathtaking art inspired by classic Japanese watercolors, woodblock prints, and colorful dice, each game of *Onami* creates a breathtaking visual treat on your game table. Scheduled to ship in October 2017.

NJD 050101 .....\$29.99

## ONE SMALL STEP GAMES

### COUNTERFACT MAGAZINE (WITH INCLUDED BOARD GAME) ISSUE 5

In *ISIS Libya*, the player commands a near-future international US/EU/NATO coalition intending to overthrow the nascent Islamic state in North Africa. Scheduled to ship in September 2017.

S2P OSSCF1801 .....\$26.00



## ORANGE MACHINE GAMES



### ABANDON PLANET

It's the meteor apocalypse, and your goal in *Abandon Planet* is to escape by rocketing into space. You will fly around the world collecting and fighting for the tools required to launch. You'll need an ally, because there's no time to gather it all on your own before the earth explodes. Meteors are falling fast, so get what you need, find a partner, and abandon planet! From the creator of *The Resistance* and *Avalon*, *Abandon Planet* is a game of survival, betrayal, and fragile alliances. Scheduled to ship in August 2017.

IMP ORN100 .....\$39.99

## OVERWORLD GAMES



### BARKER'S ROW

Lobster Boy! The Goose-Necked Girl! The Fiji Mermaid! Step right up, ladies and gentlemen, for the greatest spectacles on Earth! In *Barker's Row*, players are barkers in a bizarre carnival using the most fantastic sideshow attractions to fill their stands with attendees (and rubes). Scheduled to ship in October 2017.

PSI OWG0801 .....\$39.99

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## VALIANT CARD GAME: NINJAK VS THE VALIANT UNIVERSE

Scheduled to ship in October 2017.  
PSI OWG0901 .....\$29.99

## PAIZO PUBLISHING



### PATHFINDER ADVENTURE CARD GAME: HELL'S VENGEANCE CHARACTER DECK 1

Dark doings are the tenor of the day in the *Pathfinder Adventure Card Game Hell's Vengeance Character Deck 1*, featuring three new evil characters from the popular *Adventure Path*. Exert brutal justice as Linxia the Hellknight, do evil in the name of the devil-god Asmodeus in the wicked garb of the cleric Lazzero, or explore the depths of evil as the dwarf antipaladin Urgraz! This 109-card accessory for use with the *Pathfinder Adventure Card Game* gives your game the cards you need to plunge your adventure into darkness! Scheduled to ship in October 2017.

PSO 6823 .....\$19.99



### PATHFINDER RPG: ADVENTURE PATH - RUINS OF AZLANT PART 3 - THE FLOODED CATHEDRAL

As the adventurers work to track down the missing colonists, the trail leads to a nearby island where they discover the submerged ruins of a cathedral dedicated to a dead god - now inhabited by an ichthyic monster and its cunning minions! A *Pathfinder Roleplaying Game* adventure for 7th-level characters, *The Flooded Cathedral* continues the *Ruins of Azlant Adventure Path*. Scheduled to ship in October 2017.

PZO 90123 .....\$24.99

### PATHFINDER RPG: MAP PACK - FUNGUS FOREST

Mushrooms as large as the most massive trees! *Map Pack: Fungus Forest* contains 18 full-color, 5 x 8-inch map tiles, stunningly crafted by cartographer Jason A. Engle, that detail a modular subterranean forest of fungus - and the hidden dangers dwelling within it! Wet, dry, and permanent markers erase from these tiles! Scheduled to ship in October 2017.

PZO 4070 .....\$14.99



### PATHFINDER RPG: BESTIARY 2 (POCKET EDITION)

Go beyond goblins with an army of fantasy's most fearsome foes! Presenting over 300 different creatures for use with the *Pathfinder Roleplaying Game*, *Bestiary 2* covers everything from undead dragons, mischievous gremlins, and shrieking banshees, to unstoppable titans and even the infamous Jaberwock! Yet, not all monsters need to be foes, as new breeds of otherworldly guardians, living shadows, and vampires all might take up adventure's call. Scheduled to ship in October 2017.

PZO 1116-PE .....\$19.99



### PATHFINDER RPG: FLIP-MAT - BIGGER KEEP

Whether you're on a secret mission to rescue the crown prince, or defending a kingdom against the onslaught of hobgoblin hordes, *Pathfinder Flip-Mat: Bigger Keep* has you covered! Each side of the *Flip-Mat* details the various levels of a massive keep, with one side featuring the courtyard and surrounding terrain, and the opposite side focusing on the upper level of the fortress. Scheduled to ship in October 2017.

PZO 30086 .....\$19.99



### PATHFINDER RPG: PLAYER COMPANION - BLOOD OF THE COVEN

Discover the mysteries of witchcraft and natural magic within the pages of *Pathfinder Player Companion: Blood of the Coven*. Whether you've tapped into the magic of the wilds or you're a changeling who's inherited the blood of hags, *Blood of the Coven* allows you to indulge in some of the *Pathfinder* world's most enigmatic mystical secrets. New curses, hexes, and patrons further explore the witching world, while hosts of new archetypes, spells, magic items, rituals, and stranger practices unleash a cauldron of supernatural potential. Scheduled to ship in October 2017.

PZO 9485 .....\$14.99



### PATHFINDER RPG: ULTIMATE EQUIPMENT (POCKET EDITION)

Choose your weapon and stride boldly into battle with *Ultimate Equipment*! Within this handy, all-in-one reference for the *Pathfinder Roleplaying Game*, you'll find 400 jam-packed pages of magic items and adventuring gear, from simple camping equipment and weapons up to the most earth-shaking artifacts. Included as well are handy rules references, convenient price lists, and extensive random treasure generation tables. Scheduled to ship in October 2017.

PZO 1123-PE .....\$24.99



### STARFINDER RPG: ADVENTURE PATH - DEAD SUNS PART 2 - TEMPLE OF THE TWELVE

Now members of the *Starfinder* Society and captains of their very own ship, the heroes head to the planet Castrovel, home of some of the best universities in the Pact Worlds, to research the clues they found on the mysterious asteroid. On Castrovel, their findings point them toward an ancient elven temple-city called the Temple of the Twelve, lost deep in Castrovel's teeming jungles. But, the heroes must contend with two other factions - the exiled Corpse Fleet of Eox and the Cult of the Devourer - who are also interested in the asteroid's secrets and have their own agendas for the ancient alien superweapon - if they can find it first! A *Starfinder Roleplaying Game* adventure for 3rd-level characters, *Temple of the Twelve* is the second part in the *Dead Suns Starfinder Adventure Path*. Scheduled to ship in October 2017.

PZO 7202 .....\$22.99



### STARFINDER RPG: ALIEN ARCHIVE HARDCOVER

Every new world and space station comes with its own dangers, from strange new cultures and robotic killing machines, to alien predators ready to devour unwary spacefarers. Battle or befriend more than 80 bizarre life forms in this creature collection for the *Starfinder Roleplaying Game*. Inside the *Alien Archive* you'll find rules and ecologies for creatures from across the known worlds, plus alien equipment and more. Want to play a hyper-evolved floating brain? A mighty dragonkin? A silicon-based crystalline slug? Explore the limits of your galaxy (and your game) with the *Alien Archive*! Scheduled to ship in October 2017.

PZO 7105 .....\$39.99





# STARFINDER RPG: FLIP-MAT - CANTINA

*Starfinder Flip-Mat: Cantina* features a double-sided map with a sleek space station nightclub on one side, and a gritty colony world tavern on the other, providing the perfect setting anytime your players need to meet a contact, invade a gang's hangout, or simply relax after a long voyage between worlds. This portable, affordable map measures 24" x 30", and features a coated surface designed to handle any dry erase, wet erase, or even permanent marker. Scheduled to ship in October 2017.

PZO 7303 .....\$14.99

## PALLADIUM BOOKS



# RIFTS RPG: LIVING NOWHERE

Something dark and deadly is brewing in the middle of Nowhere, where experimental Techno-Wizard devices and weapons offer prosperity, but could be the doom of everyone living there. Building upon material that appeared *The Rifter*, this sourcebook for *RIFTS* presents three interrelated towns off the beaten path in the Pecos Empire. Scheduled to ship in July 2017.

PAL 0895 .....\$16.95

## PASSPORT GAME STUDIOS

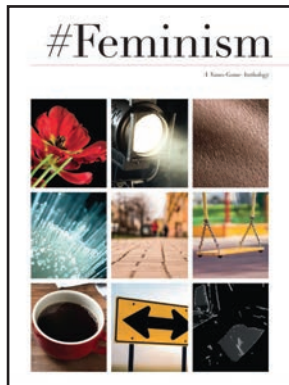


# ANTIQUITY

Build! Grow! Trade! Conquer! *Antiquity* is a strategy game set in an environment loosely modeled on Italy in the late Middle Ages. Players choose their own victory condition: they can focus on population growth, trade, conquest, or city building by choosing their patron saint. While your economy is constantly improving, with more and more advanced cities bringing new options each turn, the land around your cities is slowly being depleted, forcing you to travel further and further to gather raw materials - until, finally, there's no more land left to farm. Scheduled to ship in August 2017.

PGS SPLANTIQU .....\$70.00

## PELGRANE PRESS



# #FEMINISM: A NANO-GAMES ANTHOLOGY

Looking at the world through a feminist lens reveals absurd, tragic, and fascinating situations. Written by feminists from eleven different countries, *#Feminism* offers bite-sized takes on contemporary feminist issues. Each of the 34 nano-games in this collection requires between three and five participants, simple (if any) props, and up to an hour of play time. Scheduled to ship in August 2017.

IMP PELSW02 .....\$24.95



# TIMEWATCH RPG: GM SCREEN AND RESOURCE BOOK

Protect the secrets of the future, present, and past until the time comes to reveal them with the *TimeWatch GM Screen and Resource Book*! This handy accessory features essential information and tables a GM needs to run a *TimeWatch* campaign, and comes with a *Resource Book* packed with advice, guidance, and additional rules, including a comprehensive combat system, pre-made Rebel organizations to bedevil or ally with your time-traveling Agents, and new time seeds for near-instant missions. Scheduled to ship in August 2017.

IMP PELGTW05 .....\$19.95

## PERPLEXT



# PERPLEXT BOO

Two players battle for the graveyard in this spooky, tactical game. Scheduled to ship in July 2017.

GTG PEX1016 .....\$4.99



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### PERPLEX BOX

Players create squares with four corner dots of their secret color in this challenging, strategy game. The bigger the square, the greater the points! Scheduled to ship in July 2017.

GTG PEX1013 .....\$4.99



### PERPLEX GEM

Players are jewel collectors in this tense auction game of asset leverage and wit. Scheduled to ship in July 2017.

GTG PEX1003 .....\$4.99



### PERPLEX LIE

Be the last liar playing in this game of cunning speculation! Scheduled to ship in July 2017.

GTG PEX1006 .....\$4.99



### PERPLEX SHH

Players cooperate as a single team to spell words in order to rid their hands of as many letters as possible. The catch? Silent play proves challenging when one doesn't know his teammate's hand. *Shh!* Scheduled to ship in July 2017.

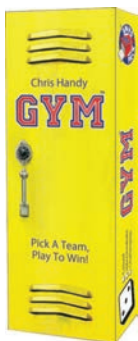
GTG PEX1007 .....\$4.99



### PERPLEX BUS

You'll need absolute efficiency in this quick, "Pick up and Deliver" game of balancing speed and maximum capacity. Don't get too distracted dropping off passengers, because your opponents might beat you to the bus stop or change your route through road construction. Scheduled to ship in July 2017.

GTG PEX1008 .....\$4.99



### PERPLEX GYM

Play alone or as a team and pick the best kids to compete in gym sporting events. Brats will influence which events you'll play and each kid's special actions will help you earn the most points and win the game! Scheduled to ship in July 2017.

GTG PEX1010 .....\$4.99



### PERPLEX ORC

Players use Orc clans to dominate territories and earn the most victory points in this head-to-head strategy game. Scheduled to ship in July 2017.

GTG PEX1009 .....\$4.99



### PERPLEX SOW

Each player must use the rhythm of nature to plant seeds and grow flowers in order to collect the most beautiful bouquet. Earn the most points to win this Mandala-inspired gardening game. Scheduled to ship in July 2017.

GTG PEX1015 .....\$4.99



### PERPLEX DIG

Each player is a dog, digging for bones and returning them to dog bowls. Bones will have different values based on the activity in the yard. The dog with the most valuable bones is the champ! Scheduled to ship in July 2017.

GTG PEX1012 .....\$4.99



### PERPLEX HUE

Secretly choose three colors and build the largest color sections in this fast-playing, tile-laying strategy game. Scheduled to ship in July 2017.

GTG PEX1001 .....\$4.99



### PERPLEX POP MIX PACK

Wee Fun! *Perplex* is a series of easily portable, card-based, strategy micro card games packed in a gum-sized tuck box with a variety of mechanics, complexity, and themes. This 40-pack display contains eight games (five of each game). Scheduled to ship in July 2017.

#### SET ONE

GTG PEX8001 .....\$199.60

#### SET TWO

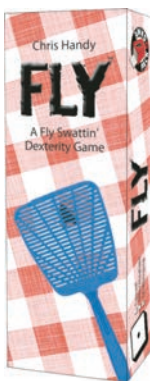
GTG PEX8002 .....\$199.60



### PERPLEX SPY

Protect your Top Secret plans and expose your enemies in this elegant card game of deduction. Scheduled to ship in July 2017.

GTG PEX1014 .....\$4.99



### PERPLEX FLY

Get swatting' in this exciting dexterity, set-collecting game! Players take turns dropping the fly swatter card on the table to swat flies with like colors and symbols. Scheduled to ship in July 2017.

GTG PEX1004 .....\$4.99



### PERPLEX RUM

Argh! Players are pirates rummaging through a shipwreck. Collect sets of rum and press your luck to earn points. But, watch out for the parrot, who will steal your booty! Scheduled to ship in July 2017.

GTG PEX1011 .....\$4.99





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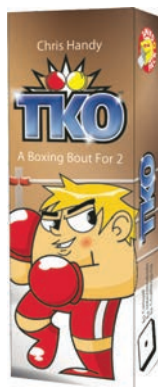
© 2017 Pokémon. © 1995-2017 Nintendo/Creatures Inc./GAME FREAK inc. TM, ©, and character names are trademarks of Nintendo. Each booster pack of 10 cards sold separately. Cards vary by pack. One Pokémon TCG Online Code Card in each booster pack.



**PERPLEXT TAJ**

Players assume the roles of ancient rug collectors vying to display their collection in the Taj Mahal. Scheduled to ship in July 2017.

GTG PEX1005.....\$4.99

**PERPLEXT TKO**

Compete for the "TKO Belt" as you maneuver around the ring in this clever boxing game. You'll need more than brute strength to get inside your opponent's head. Choose from eight different fighters and keep it clean out there! Fight! Scheduled to ship in July 2017.

GTG PEX1002.....\$4.99

**PINNACLE  
ENTERTAINMENT GROUP**

**SAVAGE WORLDS RPG:  
RIPPERS RESURRECTED  
COLLECTOR'S BOX SET**

This Collector's Box Set contains softcover editions of the *Rippers Resurrected Player's Guide* and *Game Master's Guide*, plus the *Rippers Resurrected GM Screen*, *Rippers Resurrected Frightful Expeditions*, and *Rippers Map Sets* Castle Courtyard/Country House, Urban Alleys/Ancient Tombs, and World of Rippers/Rippers Lodge. Also included are *Rippers Action Decks*, *Rippers Bennies* (20), and the *Rippers Dice Set*. Scheduled to ship in September 2017.

S2P 10328.....\$99.99

**PLASTIC  
SOLDIER COMPANY**
**15MM EASY ASSEMBLY:****T-55AM2B**

This 15mm pack contains five models. Scheduled to ship in May 2017.

PSC MODV15001.....\$27.97

**PLOW GAMES**
**LAST FRONT: THE STRATEGY  
CARD GAME**

HPS PLW001.....\$25.00

**POKÉMON USA**

**POKÉMON TCG: BATTLE ARENA  
DECKS LANDORUS  
VS. GENESECT**

Landorus and Genesect go head-to-head with *Battle Arena Decks*! These two, 60-card decks for use with the *Pokémon Trading Card Game* are ready to play straight away, with powerful cards and winning strategies worthy of an ace Trainer! Each deck comes with foil cards featuring Landorus-EX or Genesect-EX, plus eight foil basic Energy cards, Tournament-level Trainer cards, including Lysandre, N, and VS Seeker, and special versions of Delinquent and Professor's Letter with all-new art! In addition, each box contains two metallic coins with two sets of damage counters, a 2-player playmat and rulesheet, a Quick Guide to unlock the powerful strategies within, two deck boxes, and a code card to play these decks in the *Pokémon Trading Card Game Online*.

PUI 80322.....PI

**POKÉMON TCG: CHARIZARD GX  
PREMIUM COLLECTION BOX**

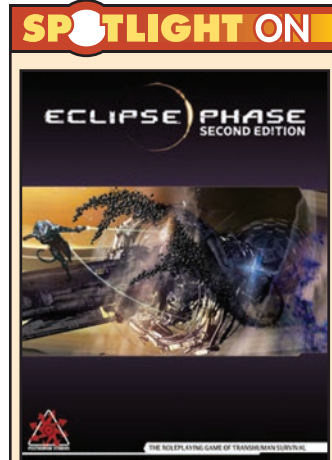
Charizard-GX commands the battlefield with fiery attacks! With its swift wings and flaming breath, this powerful Pokémon can unleash a Crimson Storm from above! This *Premium Collection Box* comes packed with a full-art, oversized foil card featuring Charizard-GX, as well as foil promo cards of Charmeleon and Charmander, a collectible coin and collector's pin of Charizard, six *Pokémon TCG* booster packs, and a code card for the *Pokémon Trading Card Game Online*.

PUI 80317.....PI

**POKÉMON TCG:  
KOMMO-O GX BOX**

Land the big hits with Kommo-o-GX and its amazing Ultra Uppercut-GX attack! The *Kommo-o-GX Box* for the *Pokémon Trading Card Game* comes with an oversized foil card featuring Kommo-o-GX, plus four *Pokémon TCG* booster packs and a code card for the *Pokémon Trading Card Game Online*.

PUI 80318.....PI

**POSTHUMAN STUDIOS**

**ECLIPSE PHASE RPG:  
SECOND EDITION RULEBOOK**

Your mind is software - program it! Your body is a shell - change it! Death is a disease - cure it! Extinction is approaching - fight it! In *Eclipse Phase*, the award-winning, post-apocalyptic roleplaying game of transhuman conspiracy and horror, technology allows the re-shaping of bodies and minds, but also creates opportunities for oppression and puts the capability for mass destruction in the hands of everyone. Other threats lurk in the devastated habitats of the Fall, dangers both familiar and alien. In this harsh setting, players participate in a cross-faction conspiracy called Firewall that seeks to protect transhumanity from threats both internal and external. Revised and redesigned for the next evolution, *Eclipse Phase, Second Edition* introduces exciting, newly enhanced features including a faster character creation system, streamlined resleeving, updated gameplay, and pre-fabbed character teams. Scheduled to ship in October 2017.

PHS 10000.....\$59.99

**PRIVATEER PRESS**
**HORDES**

Scheduled to ship in September 2017.

**FORCES OF HORDES -  
SKORNE COMMAND**

*Forces of Hordes: Skorne Command* features a complete listing of all current warlocks and warbeasts released to date, as well as a selection of core units and solos from the Faction.

**SOFTCOVER**

PIP 1096.....\$34.99

**HARDCOVER**

PIP 1097.....\$44.99


**GRYMKIN NIGHTMARE  
LIGHT WARBEAST  
(RESIN AND WHITE METAL)**

PIP 76011.....\$17.99


**GRYMKIN THE HERETIC WARLOCK  
(RESIN AND WHITE METAL)**

PIP 76004.....\$17.99


**GRYMKIN LORD LONGFELLOW  
SOLO (PLASTIC)**

PIP 76025.....\$11.99


**GRYMKIN MAD CAPS WEAPON  
CREW ((RESIN AND WHITE METAL)**

PIP 76017.....\$34.99

**GRYMKIN MURDER CROWS UNIT  
(RESIN AND WHITE METAL)**

PIP 76016.....\$37.99


**GRYMKIN PIGGYBACKS  
UNIT (PLASTIC)**

PIP 76019.....\$44.99





**GRYMKIN THE WANDERER WARLOCK (RESIN AND WHITE METAL)**  
PIP 76005 .....\$21.99



**GRYMKIN WITCHWOOD SOLO (PLASTIC)**  
PIP 76024 .....\$24.99



**GRYMKIN ZEVARNA AGHA, FATE KEEPER BATTLE ENGINE WARLOCK (RESIN AND WHITE METAL)**  
PIP 76006 .....\$124.99

#### NO QUARTER PRIME #1

The most comprehensive and indispensable home for exclusive *Warmachine* and *Hordes* content, *No Quarter Prime* is a bimonthly publication jam-packed with game content you can put right on the table and rich lore that expands your knowledge of the Iron Kingdoms. *No Quarter Prime* #1 ships poly-bagged with a free, exclusive figure for use in *Warmachine* and *Hordes*. Scheduled to ship in September 2017.  
PIP NQP01 .....\$9.00

#### SKULL ISLAND EXPEDITIONS: BLACK RIVER IRREGULARS - BLACK CROWNS

The Black River Irregulars has made a name for itself as a mercenary company that gets things done regardless of the risk. They know the streets of Corvis, the City of Ghosts, better than anyone. But, they aren't in Corvis anymore. When the Black River Irregulars take on a job in the war-torn nation of Llael, what begins as a simple search for an antique book becomes a fight for their lives when the Nightmare Empire of Cryx sends its own agents to seize the book! Scheduled to ship in September 2017.  
PIP 620 .....\$16.99

#### WARMACHINE AND HORDES: GRYMKIN THE WICKED HARVEST PAINT SET (6 PAINTS)

PIP 93210 .....\$19.99

#### WARMACHINE AND HORDES: GRYMKIN THE WICKED HARVEST TOKEN SET

PIP 91147 .....\$14.99

### RENEGADE GAME STUDIOS



#### DRAGON'S HOARD

In *Dragon's Hoard*, each player plays a dragon hunting for treasure. Collect chromatic sheep from the farmer's fields and use them to acquire marvelous treasures, but watch out! Other players will send angry mobs and wizards your way to stop you! Defend yourself and battle your way to riches in *Dragon's Hoard*. Scheduled to ship in October 2017.  
RGS 00581 .....\$20.00

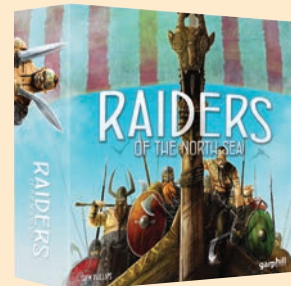
### SPOTLIGHT ON



#### KEPLER-3042

The year is 3042, and humanity is ready to explore the stars. Scientists have been studying the nearby celestial bodies for centuries, and they've identified the best candidates for human habitation. At long last, the nations of Earth have the technology to reach the stars. A peaceful competition has begun as they send their starships into the cosmos. In the end, all of humanity will win, but which nation will be remembered as the greatest pioneers in *Kepler-3042*. Scheduled to ship in October 2017.  
RGS 00584 .....\$65.00

### SPOTLIGHT ON



#### RAIDERS OF THE NORTH SEA

Set in the central years of the Viking Age, players in *Raiders of the North Sea* are Viking warriors seeking to impress the Chieftain by raiding unsuspecting settlements. They'll need to assemble a crew, collect provisions, and journey north to plunder gold, iron, and livestock. There's glory to be found in battle, even at the hands of the Valkyrie, so gather your warriors - it's raiding season! Scheduled to ship in August 2017.  
RGS 00585 .....\$50.00

# MICHAEL KIESLING RIVER BOAT



Coming this Fall - Place your pre-order today!

Grow your fields and increase your influence in New Orleans to build a business as large and mighty as the Mississippi itself!



2-4



~90



12+



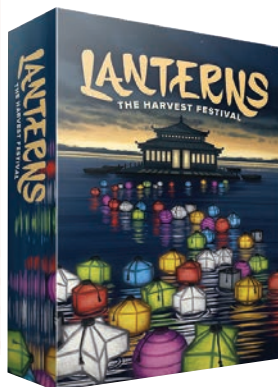
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OFFERED AGAIN

**O/A LANTERNS:  
THE HARVEST FESTIVAL**

The harvest is in — now it's time to celebrate! Place tiles, adorn the palace lake, and dedicate lanterns in this beautiful, fast-paced board game set in imperial China.

RGS 00502 ..... \$35.00

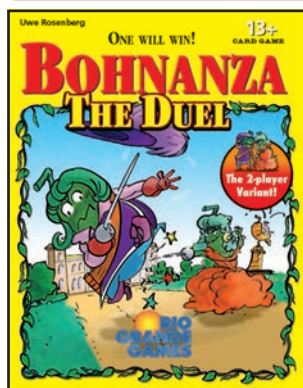
**O/A WORLD'S FAIR 1893**

The World's Fair of 1893 in Chicago was a spectacular international exhibition that showcased many great achievements in science, technology, culture, and entertainment. Acting as organizers of the fair, players work diligently to increase their influence and obtain the grand exhibits that will be put on display. Step back in time and experience the wonder and beauty of this grand international exposition in *World's Fair 1893!*

RGS 00529 ..... \$40.00



**RIO GRANDE GAMES**



**BOHNANZA: THE DUEL**

Give as good as you get! What was that thing about the gift horse? In this new, updated, two-player variant of Uwe Rosenberg's *Bohnanza*, both bean farmers give each other gifts of beans that they can't use themselves - to make life harder for their opponent, if possible. Trying to fulfill their secret "bo(h)nus" requirements, they both need to keep a vigilant eye on the other player's bean fields.

RGG 547 ..... \$19.95



**CARTAGENA**

Taking its theme from the famous 1672 pirate-led jailbreak from the fortress of Cartagena, players in *Cartagena* attempt to escape and lead a group of six pirates through the tortuous underground passage that connects the fortress to the port, where a sloop is waiting for them. This revised and updated edition of the popular, award-winning board game includes the "Black Magic" variant which allows the players to use the card's special abilities.

RGG 546 ..... \$34.95

**R & R GAMES**



**DRAGON ISLAND**

In *Dragon Island*, an open-world fantasy exploration game, players take on the role of wizards cast away onto a seemingly deserted island. Discover exotic terrains, build special structures, manage your magical energy, tame dragons, and, most importantly, accumulate the most treasure in *Dragon Island*! Scheduled to ship in August 2017.

RRG 350 ..... \$49.99

**SCHWALB  
ENTERTAINMENT**



**SHADOW OF THE  
DEMON LORD RPG: GODLESS**

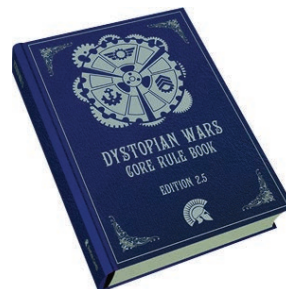
Drown in Fire and Blood! After the Cataclysm sundered our world, reducing cities to ruins and bringing nations to their knees, a new threat unfurled its wings to cast a shadow upon our reality. In this spreading gloom caper demons, warped creatures, and horrifying monsters, all of which tear down what's left of the world in preparation for the coming of their dark master, the dreaded Demon Lord. With *Godless* you have everything you need to adapt *Shadow of the Demon Lord* for play in a post-apocalyptic environment, letting the players create characters who scavenge the landscape for parts, food, and fuel, while fighting off hideous mutants, invaders from other realities, and, of course, demons. Scheduled to ship in September 2017.

S2P SDL1666 ..... \$24.99

**SPARTAN GAMES**

**DYSTOPIAN WARS**

Scheduled to ship in June 2017.



**RULEBOOK 2.5**

It is the 1870's, and war rages between the world's great powers on a scale never before seen! At sea, mighty Battle Groups clash, as lines of giant, smoke-belching Dreadnoughts and Battleships hammer one another in mortal combat. On ravaged battlefields across the globe, huge armies take to the field, spearheaded by mighty armored behemoths, while the most extraordinary conflicts of all split the skies over the warring fleets and armies below. This awesome new power is the product of advanced industrial technology and revolutionary new science turned to belligerent ends. However, the causes for which the world's great powers and their allies have sent their armed forces to warfare are the same as they ever were - greed, pride, the hunger for power, resources, and the unquenchable lust for dominance over all others! These are the *Dystopian Wars*!

**HARDCOVER**

SGS DWRB07 ..... \$43.75

**SOFTCOVER**

SGS DWRB06 ..... \$31.50



**REPUBLIC OF EGYPT NAVAL  
BATTLE GROUP**

SGS DWRE51 ..... \$78.75

**HALO**

Scheduled to ship in June 2017.



**FLEET BATTLES COVENANT  
BLOCKADE RUNNER**

SGS HFCV13 ..... \$31.50



**FLEET BATTLES UNSC PHOENIX  
CLASS SUPPORT SHIP**

SGS HFUN13 ..... \$28.00



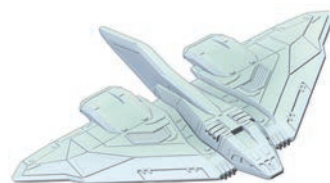
**GROUND COMMAND COVENANT  
PHANTOM 1:300 SCALE**

SGS HGCV11 ..... \$42.00



**GROUND COMMAND COVENANT  
SERAPH 1:300 SCALE**

SGS HGCV12 ..... \$42.00



**GROUND COMMAND UNSC  
LONGSWORD 1:300 SCALE**

SGS HGUN12 ..... \$42.00



**GROUND COMMAND UNSC  
PELICAN 1:300 SCALE**

SGS HGUN11 ..... \$42.00



## STEAMFORGED GAMES



**GUILD BALL FARMER'S DICE (10)**  
SFG B03-024 .....\$15.00



### GUILD BALL FARMER'S THE HONEST LAND

Grange is all about grit: cultivating strategies planted at the start of a game, he waits for his plans to mature before reaping the fruits of his labor. Strong communities are built around food we trust to nourish our bodies, and this Guild Ball roster is no different. Emboldened by their sturdy captain, his resilient team works hard to reap what they sow. Patient coaches looking for a Guild that plays more like a family than a team will enjoy the hearty Farmers.

SFG B03-012 .....\$50.00

## STEVE JACKSON GAMES



### CTHULHU DICE

Serving Cthulhu is fun... except for all those other cultists out to get you. So get them first! *Cthulhu Dice* lets you drive your rivals mad - very, very quickly! Players take turns rolling the big, beautiful, custom 12-sided die, embossed with tentacles, Elder Signs, and more. Destroy your opponents' sanity! Better yet, steal it! But, watch out for Cthulhu - when he surfaces, he takes sanity from everyone! The last sane cultist wins - unless everyone goes mad together, then Cthulhu wins! Scheduled to ship in October 2017.

SJG 131342.....\$6.95



### MUNCHKIN LITE

Go down in the dungeon. Fight every monster you meet. Stab your rivals in the back and steal their stuff. Grab the treasure and run! *Munchkin Lite* is a slimmed-down version of Steve Jackson's classic card game, meant for smaller tables and faster games. Kick down the door and you'll be looting rooms in no time! Scheduled to ship in October 2017.

SJG 1546.....\$19.95

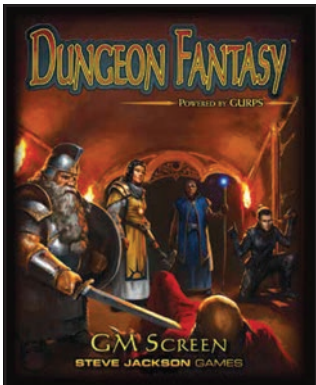
## SPOTLIGHT ON



### DUNGEON FANTASY RPG: BOXED SET

Storm Dungeons! Slay Monsters! Seize Treasure! Make fantasy heroes, arm them for action, then send them into dungeons for the adventures of their lives with the *Dungeon Fantasy Roleplaying Game*! Choose from 11 classic professions and nine races. Tailor your hero using quick-start templates and the time-tested GURPS point-build system. Gear up with a massive list of customizable armor and weapons. Pick from over 400 spells. Then battle foes chosen from more than 80 monsters. The *Dungeon Fantasy Roleplaying Game* comes with everything you need for endless hours of crypt-crawling, monster-slaying, treasure-hunting action! Scheduled to ship in October 2017.

SJG 01-1005.....\$59.95



### DUNGEON FANTASY RPG: GM SCREEN

Storm dungeons quickly and easily with this sturdy cardboard reference screen for the *Dungeon Fantasy Roleplaying Game*! Perfect for speeding up the game, hiding secrets, and setting the mood, this four-color GM screen features stunning art on one side, with useful info on the other. Also included is a 16-page reference booklet to help players make heroes quickly and easily, and a collection of 13 ready-to-play heroes. Scheduled to ship in October 2017.

SJG 01-1006.....\$24.95

# CAPITAL CITY™

By James Ernest



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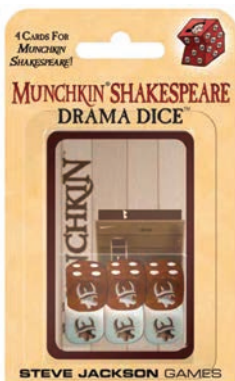
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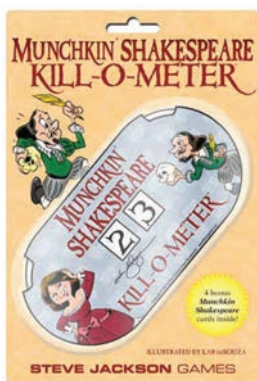




### MUNCHKIN SHAKESPEARE: DRAMA DICE

Better randomization through DRAMA! With *Munchkin Shakespeare Drama Dice*, you, too, can be fortune's fool! This accessory comes with two sets of three six-sided dice and four new cards ready to shuffle into your *Munchkin Shakespeare Deluxe* set, or any other *Munchkin* game. Scheduled to ship in October 2017.

SJG 5618.....\$6.95



### MUNCHKIN SHAKESPEARE: KILL-O-METER

Less time on boring math means more time for DRAMA and COMEDY! Track all your bonuses for faster monster whacking with the *Munchkin Shakespeare Kill-O-Meter*! The *Munchkin Shakespeare Kill-O-Meter* also comes with four special *Munchkin Shakespeare* bonus cards, illustrated by Lar deSouza! Scheduled to ship in October 2017.

SJG 5617.....\$9.95

## STRONGHOLD GAMES

### FAST FORWARD SERIES #1: FEAR

Do you fear ghosts? Or are you confronting the danger and scaring your opponents? The first game in the *Fast Forward Series* powered by the *Fable Game System*, *Fear* is a fast-paced game of tension-filled ghost chasing. Scheduled to ship in October 2017.

PSI SG-6014.....\$19.95

### FAST FORWARD SERIES #2: FORTRESS

A great Fortress looms in the distance... and it must be yours! Accept the challenge against all others to conquer the Fortress! Become the dominate ruler of the kingdom in *Fortress*, the second game in the *Fast Forward Series* powered by the *Fable Game System*. Scheduled to ship in October 2017.

PSI SG-6015.....\$19.95

### NOT ALONE: EXPLORATION EXPANSION

Visit the planet Artemia, again - if you dare! But, remember, you're Not Alone! The first expansion for *Not Alone*, an asymmetrical game of hunt or be hunted, *Exploration* includes new Hunt cards for the Creature, new Survival cards for the Hunted, and 10 new Location cards to explore. Scheduled to ship in October 2017.

PSI SG-7110.....\$19.95

### SPACE FREAKS

Welcome to the hottest, most cruel show in the galaxy! It's Friday night battle in the Arena of Annihilation! Stay tuned to see what new tricks our arena master has in store for today's battle. Here comes the first team. Oh my, they seem to be even uglier than our usual competitors. Who thought it was a good idea to match chain tracks with a poison needle? That team will need a lot of help from their sponsor to have a chance. Look at their opponents, tentacles with anti-matter flail - that's a classic! Seems like we're ready to start. It's time to freak out! In *Space Freaks*, you're team manager of one of the fighting teams sponsored by powerful megacorporations. Your task: combine different body parts to design the perfect freak, then lead your team of freaks to victory! Scheduled to ship in October 2017.

PSI SG-8029.....\$69.95

### TERRAFORMING MARS: VENUS NEXT EXPANSION

The second expansion to *Terraforming Mars*, *Venus Next* continues the journey of humanity as we terraform Earth's closest neighbor, Venus, with a side game board for the planet Venus, additional tiles and tokens, and new Venus cards to add to the deck. Scheduled to ship in October 2017.

PSI SG-7201.....\$29.95

## THAMES & KOSMOS



### A COLUMN OF FIRE

England, 1558. The venerable Kingsbridge Cathedral watches over a city torn by religious hatred. Half of Europe is deeply divided by conflict between Catholics and Protestants. England, France, Spain, and the Netherlands are all vying for power and resources. In this politically unstable environment, resourceful operatives and courageous secret agents plot to secure power for their rulers. The balance of power shifts back and forth amidst foiled assassinations, successful rebellions, and futile invasions. The real enemies, then as now, are not the rival religions. The true battle pits those who believe in tolerance and compromise against the tyrants who would impose their ideals on everyone else - no matter what the cost. Who will best exploit the changing power conditions in Europe in *A Column of Fire*. Scheduled to ship in October 2017.

TAK 692650.....\$49.95



### LEGENDS OF ANDOR: PART III - THE LAST HOPE (STAND ALONE)

When the Krahder ended their raid, they captured countless residents of Andor. But, finally, the heroes of Andor returned and resolved to free the prisoners. You must immediately venture to the south to endure your greatest adventure. Beyond the Gray Mountains, malicious skeleton warriors await you, commanded by giant Krahder. Will you be able to survive this adventure with the aid of the four magic shields from ancient times? You are The Last Hope. In seven captivating Legends, experience the epic finale of the fantastic *Legends of Andor* trilogy! Scheduled to ship in October 2017.

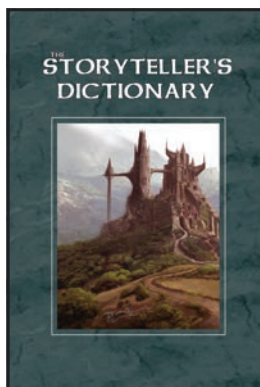
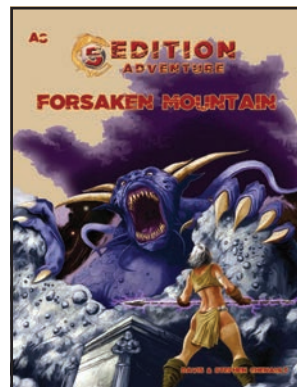
TAK 692803.....\$59.95

## TROLL LORD GAMES

### 5TH EDITION ADVENTURES: A8 - THE FORSAKEN MOUNTAIN

Coburg the Undying, Master of Aufstrag, has sent forth his servants to find and bring the Vessel of Souls to him. To stop him one must travel far beyond the realms of man and cross over into the lands of dreams and thence into the realms of the forever dying, where creatures both horrifying and ambrosial dwell. Fear will certainly be your undoing in *The Forsaken Mountain*, a mid-to-high-level 5th Edition Adventure. Scheduled to ship in August 2017.

IMP TLG19310.....\$9.99



### THE STORYTELLER'S DICTIONARY

Scheduled to ship in August 2017.

IMP TLGCG19403.....\$24.99

## ULTRA PRO INTERNATIONAL



### AKAME GA KILL! WALL SCROLLS

Scheduled to ship in June 2017.

#### FISHING

UPI 85139.....PI

#### HEROINES

UPI 84822.....PI



### ASCENSION: ALLIANCES

Scheduled to ship in June 2017.

UPI 10095.....PI

## SPOTLIGHT ON



### CITADEL BACKPACK - BLACK WITH SILVER TRIM

Scheduled to ship in July 2017.

UPI 85350.....PI





# DANMACHI WALL SCROLLS

Scheduled to ship in June 2017.

## BELL & HESTIA

UPI 85138.....PI

## HEROINES

UPI 84823.....PI

# DECK PROTECTOR PACKS (65)

Scheduled to ship in June 2017.

## THE GREAT WAVE

UPI 85367.....PI

## THE SCREAM

UPI 85365.....PI

## STARRY NIGHT

UPI 85366.....PI



# DRAGONBORNE

## FULL VIEW DECK BOXES

Scheduled to ship in August 2017.

V1 UPI 85390.....PI

V2 UPI 85391.....PI

V3 UPI 85392.....PI



# DRAGONBORNE PLAYMAT

Scheduled to ship in August 2017.

## V1

UPI 85393.....PI

## V2

UPI 85395.....PI



# DRAGONBORNE STANDARD DECK PROTECTOR SLEEVES (65)

Scheduled to ship in August 2017.

## V1

UPI 85387.....PI

## V2

UPI 85388.....PI

## V3

UPI 85389.....PI



# HEAVY METAL D20 DICE (2)

Scheduled to ship in August 2017.

BLACK UPI 85338.....PI

GREEN UPI 85340.....PI

PINK UPI 85339.....PI

YELLOW UPI 85341.....PI



# THE LEGEND OF ZELDA: 8 BIT

Scheduled to ship in July 2017.

## DIVIDER PACK

UPI 85224.....PI

## FULL VIEW DECK BOX

UPI 85225.....PI



# MAGIC THE GATHERING

Scheduled to ship in July 2017.

## AMONKHET LOYALTY DICE SET

UPI 86557.....PI

COMMANDER 100+ DECK BOX V1 2017

UPI 86597.....PI

COMMANDER 100+ DECK BOX V2 2017

UPI 86598.....PI

COMMANDER 100+ DECK BOX V3 2017

UPI 86599.....PI

COMMANDER 100+ DECK BOX V4 2017

UPI 86600.....PI

COMMANDER PLAY MATS V1 2017

UPI 86601.....PI

COMMANDER PLAY MATS V2 2017

UPI 86602.....PI

COMMANDER PLAY MATS V3 2017

UPI 86603.....PI

COMMANDER PLAY MATS V4 2017

UPI 86604.....PI

COMMANDER STANDARD

DECK PROTECTORS V1 2017 (120)

UPI 86593.....PI

COMMANDER STANDARD

DECK PROTECTORS V2 2017 (120)

UPI 86594.....PI

COMMANDER STANDARD

DECK PROTECTORS V3 2017 (120)

UPI 86595.....PI

COMMANDER STANDARD

DECK PROTECTORS V4 2017 (120)

UPI 86596.....PI

IXALAN PRO-BINDER

UPI 86620.....PI

IXALAN V1 DECK BOX

UPI 86617.....PI

IXALAN V2 DECK BOX

UPI 86618.....PI

IXALAN V3 DECK BOX

UPI 86619.....PI

IXALAN V1 DECK PROTECTOR SLEEVES (80)

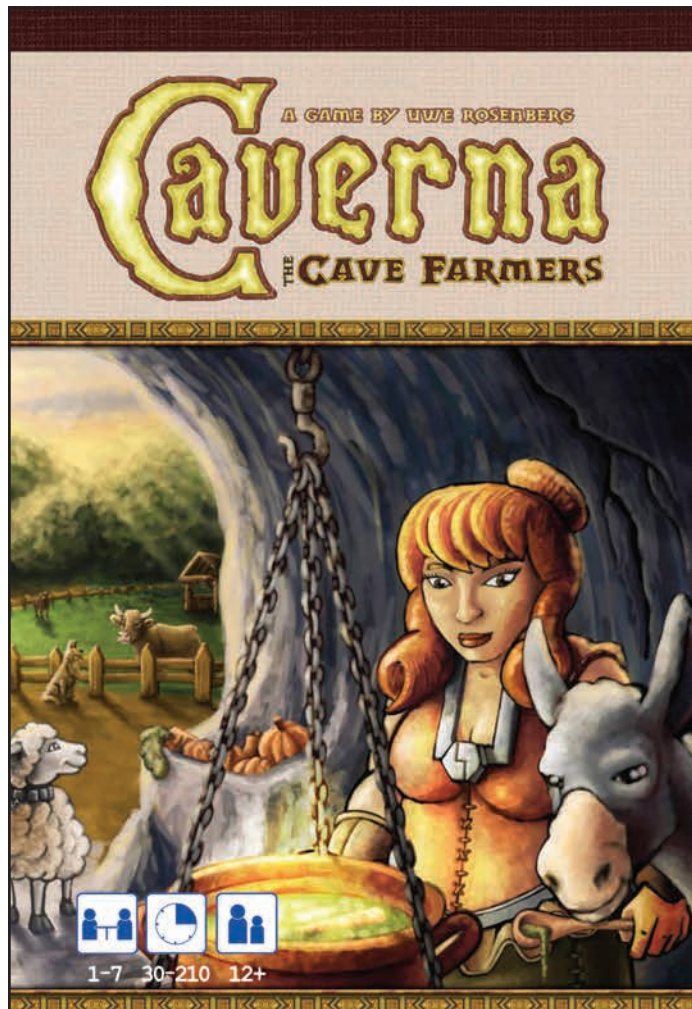
UPI 86614.....PI

IXALAN V2 DECK PROTECTOR SLEEVES (80)

UPI 86615.....PI

IXALAN V3 DECK PROTECTOR SLEEVES (80)

UPI 86616.....PI



Delve deep in Caverna to bring back gems and other treasures, while building a fantastic farm in the world above!



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**NO GAME NO LIFE WALL SCROLLS**

Scheduled to ship in June 2017.

DISBOARD UPI 85135.....PI

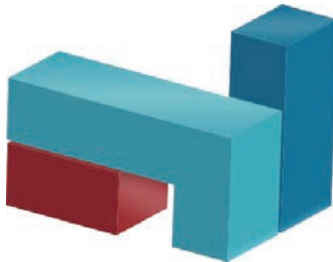
JIBRIL UPI 84824.....PI

**POKÉMON: SUN & MOON 3 PORTFOLIOS**

Scheduled to ship in July 2017.

4-POCKET UPI 85130.....PI

9-POCKET UPI 85131.....PI

**SHADOW BLOCKS**

Scheduled to ship in October 2017.

UPI 10055.....PI

**TOPLADER: 12" X 18" LITHOGRAPHS (10)**

Scheduled to ship in July 2017.

UPI 85347.....PI

**SPOTLIGHT ON****VALERIAN: THE ALPHA MISSIONS BOARD GAME**

Assemble your team, gear up, and dive into the dark depths of Alpha, the City of a Thousand Planets, in this cooperative board game of action-packed missions based on Luc Besson's epic, mind-blowing, blockbuster movie, *Valerian and the City of a Thousand Planets*! The underground is bristling with enemies, and the only way you'll escape with your lives is to work together! Will you be the heroes Alpha needs?

UPI 10205.....PI

**UPPER DECK****LEGENDARY DBG: FANTASTIC FOUR EXPANSION**

A 100-card expansion for *Legendary: A Marvel Deck Building Game*, *Legendary: Fantastic Four* introduces five new heroes, two new villain groups, and two new Masterminds! Plus, all original art now features four pieces of unique art per hero! The Fantastic Four and the Silver Surfer must unite to stop Galactus and his Heralds from destroying everything we know! Scheduled to ship in July 2017.

UDC 81582.....PI

**LEGENDARY DBG: BUFFY THE VAMPIRE SLAYER**

Recruit slayers and fight Big Bads from the hit show with the *Buffy the Vampire Slayer* core set for the *Legendary Deck-Building Game*. Plus, new to *Legendary* is the Light and Dark tracker - as the tracker moves, certain cards either become more powerful or weaker. This 500-card boxed set comes with a full-color game mat, card inserts, and a rulebook. Scheduled to ship in August 2017.

UDC 86733.....PI

**USAOPOLY****COURT OF THE DEAD PREMIUM PLAYING CARDS DECK**

Scheduled to ship in October 2017.

USO PC121527.....PI

**DESTINY PREMIUM PLAYING CARDS DECK**

Scheduled to ship in September 2017.

USO PC119520.....PI

**FALLOUT CHESSE**

Scheduled to ship in October 2017.

USO CH110470.....PI

**GAME OF THRONES PREMIUM PLAYING CARDS DECK**

Scheduled to ship in August 2017.

USO PC104375.....PI

**TEAM FORTRESS 2 MONOPOLY**

Scheduled to ship in September 2017.

USO MN120521.....PI

**COURT OF THE DEAD DEATH'S SIREN 1000 PIECE PUZZLE**

Scheduled to ship in September 2017.

USO PZ121528.....PI

**COURT OF THE DEAD THE DARK SHEPARD'S REFLEX 1000 PIECE PUZZLE**

Scheduled to ship in September 2017.

USO PZ121527.....PI

**DESTINY 1000 PIECE PUZZLE**

Scheduled to ship in September 2017.

USO PZ119520.....PI

**TEAM FORTRESS 2 GARGOYLES AND GRAVEL 1000 PIECE PUZZLE**

Scheduled to ship in August 2017.

USO PZ120521.....PI

**THE THING 1000 PIECE PUZZLE**

Scheduled to ship in October 2017.

USO PZ051524.....PI

**ROLLERS DELUXE**

Get ready to roll with *Rollers*, where luck and strategy are rolled into one! *Rollers* is the fun, press-your-luck dice game of fast-rolling, quick combo making, and collecting chips! Race to be the first player to fill up your game board by 'opening' and 'closing' your game board sets. The better your roll, the more chips other players have to pay up! 'Wild Stars' will help you make your sets, but beware the dreaded 'Zap' that cancels your roll! Scheduled to ship in July 2017.

USO RS106000.....PI

**THE THING: INFECTION AT OUTPOST 31**

It's the start of the bleak, desolate Antarctic winter when a group of NSF researchers manning the claustrophobic, isolated U.S. Outpost 31 come into contact with a hostile, extraterrestrial lifeform. Bent on assimilating Earth's native species, this being infiltrates the facility - creating a perfect imitation of one of the Outpost 31 crew. The staff frantically begins a sweep of the base, desperate to purge this alien infection before escaping to warn McMurdo Station that somewhere, out there in the frigid darkness, something

horrible is waiting. In the hidden identity game *The Thing: Infection at Outpost 31*, you'll relive John Carpenter's thrilling sci-fi cult classic in a race to discover who among the team has been infected by this heinous lifeform. Play as one of twelve characters as you lead a series of investigations through the facility using supplies and equipment to clear the building. The tension mounts and paranoia ensues as you question who you can trust in the ultimate race to save humanity! Scheduled to ship in October 2017.

USO ST051524.....PI



## SPOTLIGHT ON

# DUNGEONS & DRAGONS

## DUNGEONS & DRAGONS RPG: ADVENTURE GRID

This sturdy, double-sided, grid-lined play surface puts players into the thick of the action and is ideal for when campaigns get tactical. One side features a stone floor good for dungeon and city encounters alike, while the other details terrain useable for a wide range of rural and wilderness encounters. Additionally, the *Dungeons & Dragons Adventure Grid* folds up for easy transport and storage, and can be used with both wet-erase and dry-erase pens.

WOC C36890000.....\$24.95



## FEATURED ITEM

### DUNGEON MASTER'S SCREEN

#### REINCARNATED

## DUNGEONS & DRAGONS RPG: DUNGEON MASTER'S SCREEN REINCARNATED

Lost is the poor soul borne aloft in the grip of the ancient red dragon featured in a spectacular panoramic vision by Tyler Jacobson on this durable, four-panel *Dungeon Master's Screen*. The interior rules content, revisited and refreshed as a direct result of feedback received from *D&D* fans everywhere, provides an at-a-glance reference for the most relevant and often used in-game information, equipping *Dungeon Masters* of all skill levels with essential support.

WOC C36870000.....\$14.95



## FEATURED ITEM

### TOMB OF ANNIHILATION

## DUNGEONS & DRAGONS RPG: TOMB OF ANNIHILATION

The talk of the streets and taverns has all been about the so-called death curse: a wasting disease afflicting everyone who's ever been raised from the dead. Victims grow thinner and weaker each day, slowly but steadily sliding toward the death they once denied. When they finally succumb, they can't be raised - and neither can anyone else, regardless of whether they've ever received that miracle in the past. Temples and scholars of divine magic point to a necromantic artifact called the Soulmonger, which is located somewhere in Chult, a mysterious peninsula far to the south, ringed with mountains and choked with rainforests. Adventurers tasked with stopping the curse must travel to settlements such as Port Nyanzaru to secure guides to lead them into the dense jungle. At the end of the journey, a horrifying villain awaits with a familiar visage. *Tomb of Annihilation* is a *Fifth Edition Dungeons & Dragons* adventure for character levels 1-11.

WOC C22080000.....\$49.95

**ShutterBUG**  
BY MIKE ELLIOTT

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## SPOTLIGHT ON

# TOMB OF ANNIHILATION DICE SET

### DUNGEONS & DRAGONS RPG: TOMB OF ANNIHILATION DICE

This beautiful, full-metal container embossed with the classic devil face appearing prominently on the cover of the *Tomb of Annihilation D&D* adventure contains a complete set of ten dice (one d20, d12, d8, and d4, plus two d10 and four d6). WOC C36880000.....\$19.95

WIZKIDS/NECA



## FEATURED ITEM



### DC DICE MASTERS: HARLEY QUINN STARTER SET

The DC Comics Dice Masters: Harley Quinn Starter Set features fan-favorite characters like Harley Quinn and Poison Ivy, alongside other Heroes and Villains from the streets of Gotham! Introducing new spins on eight DC Heroes and Villains (and their dice!), the DC Comics Dice Masters: Harley Quinn Starter Set will get you rolling into Dice Masters! Scheduled to ship in January 2018

WZK 72530.....\$19.99



## FEATURED ITEM



### DUNGEONS & DRAGONS BEHOLDER TROPHY PLAQUE

Capture beauty in the eyes of the *Dungeons & Dragons* Beholder Trophy Figure! But, beware! One glance can put you to sleep, place you under a charm, or even lead to your demise! The *Dungeons & Dragons* Beholder Trophy is crafted from foam rubber and latex that's carefully handpainted for realistic detail. It also features spectacular 'glass-like' eyes for stunning realism. Nothing can escape its gaze! The Beholder Trophy is designed with an integrated, multi-point, hard point system which allows you to hang the figure from the ceiling (secured to a truss or structural element). Scheduled to ship in October 2017.

WZK 73035.....\$320.00



## FEATURED ITEM



FIGURES NOT TO SCALE

### PATHFINDER BATTLES: ICONIC HEROES BOX SET 7

*Pathfinder Battles: Iconic Heroes Box Set 7* includes five all-new miniatures featuring famous personalities from the *Pathfinder* roleplaying universe: Erasmus, Yoon, Mavaro, Estra, and a Phantom! Each of these miniatures is an all-new sculpt and features a dynamic pose, incredible detail, and a premium paint job. Scheduled to ship in November 2017.

WZK 72400.....\$29.99



## FEATURED ITEM



FIGURES NOT TO SCALE

### PATHFINDER BATTLES: ICONIC HEROES BOX SET 8

*Pathfinder Battles: Iconic Heroes Box Set 8* includes five all-new miniatures featuring famous personalities from the *Pathfinder* roleplaying universe: the Iconic Shifter, Aric, Human Nobel, The Red Raven, Human Vigilante, Meligaster, Halfling Mesmerist, and Rivani, Human Psychic! Each of these miniatures is an all-new sculpt and features a dynamic pose, incredible detail, and a premium paint job. Scheduled to ship in December 2017.

WZK 72413.....\$29.99



## FEATURED ITEM



### STAR TREK ATTACK WING: CARD PACK WAVE 4

Each *Star Trek: Attack Wing* Card Pack includes cards, token sheets, and the necessary dial connector pieces. Scheduled to ship in December 2017.

#### FEDERATION ATTACK SQUADRON

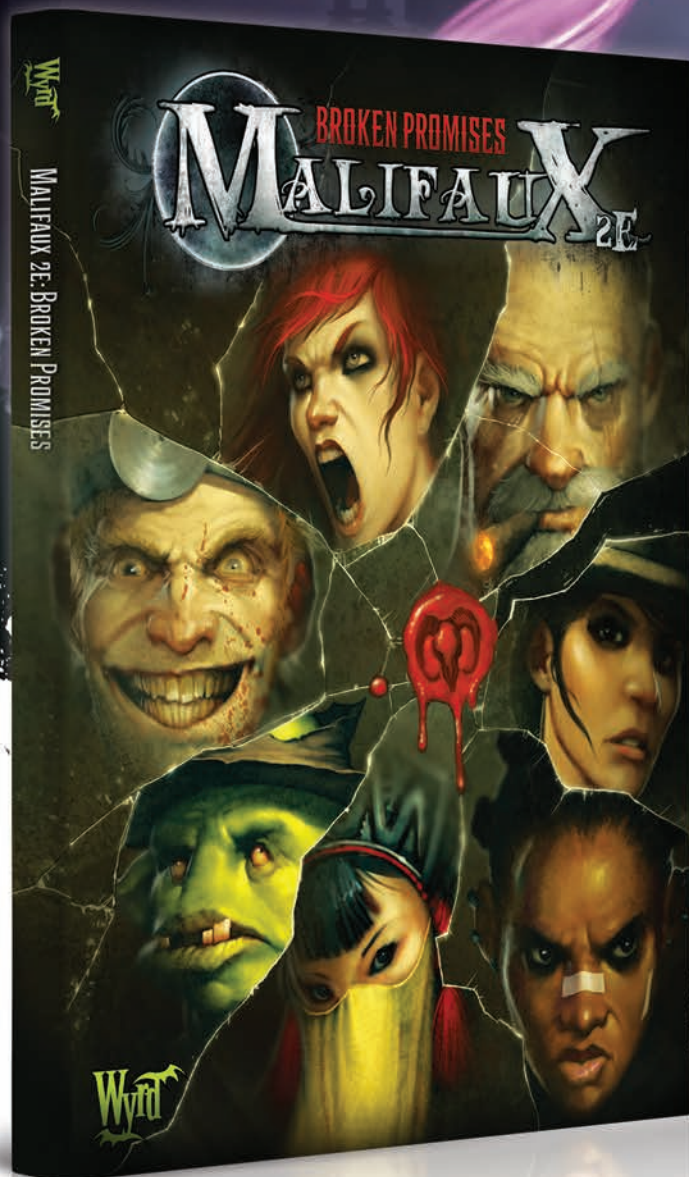
WZK 72952.....\$9.99

#### HIROGEN WARSHIP

WZK 72953.....\$9.99



# MALIFAUX<sup>2E</sup>



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## WORTHINGTON GAMES



### BAND OF BROTHERS: BATTLE PACK I - EPIC BATTLES

Featuring eight scenarios, this expansion for the *Band of Brothers* series comes with a double-sided, 22" x 34" map, complete with a counter sheet with new units, including M26 Pershing and Waffen SS counters. Scheduled to ship in June 2017.

WOG WPUB013 ..... \$50.00

### HOLDFAST: ATLANTIC 1939-1945

*HoldFast Atlantic 1939-1945* recreates the ship battles contesting control of the Atlantic Ocean during World War II. The navies of Britain and the United States are challenged to keep sea lanes open for its convoys. German U-Boats prowl these waters and German and Italian battleships and cruisers threaten the sea supply lines of the Allies. The great Axis warships *Bismarck*, *Tirpitz*, and others contest Britain's best while the United States fleet adds its might to the fight as the war progresses. Scheduled to ship in June 2017.



WOG WPUB051 ..... \$70.00



### HOLDFAST: EASTFRONT 1941-45

On June 22, 1941, the German army attacked Russia in the largest land battle the world would ever know. Millions of soldiers and civilians would lose their lives in a vicious life or death struggle that would decide the fate of the Third Reich. The German army came within miles of capturing their main objectives in 1941 and 1942,

each time to have victory snatched from them by a micro-managing leader, poor planning, poor supply, bad weather, and a Russian army that was determined to fight to the death. From 1943 onward the fate of Germany was sealed. A remastered and expanded edition of *HoldFast Russia 1941-1942*, Worthington's first World War II Campaign Series, *HoldFast Eastfront 1941-1945* covers the entirety of the Russian campaign, extending the original game to 1945 with *To Moscow and Back 1941-1945*. The board has been expanded to push out to Berlin, while Russian Air and SS units that appear later in the war are included, with three additional scenarios. Scheduled to ship in June 2017.

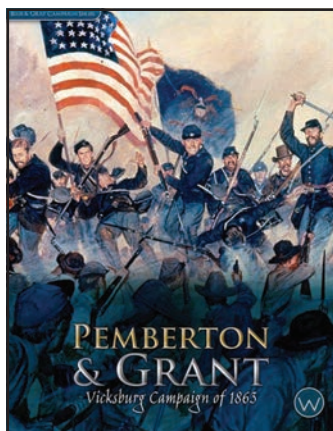
WOG WPUB050 ..... \$75.00



### HOLDFAST: PACIFIC 1941-45

After devastating the United States fleet at Pearl Harbor, the Japanese naval, air, and land forces push their conquest across the Pacific. Their only obstacles are weakened Allied forces and time, as the Allies recover. *HoldFast Pacific* has the empire of Japan attempt to control the vast Pacific Ocean. Can you, as the Japanese player, secure a Pacific empire that protects your homeland from your enemies? Or, as the Allied player, can you rebuild your armed forces and mount a counter attack that prevents the Japanese expansion and bring the war to their homeland? Scheduled to ship in June 2017.

WOG WPUB052 ..... \$75.00



### PEMBERTON & GRANT: VICKSBURG CAMPAIGN OF 1863

*Pemberton & Grant* is a point-to-point block game that allows players to refight the final phase of Grant's 1863 Vicksburg Campaign. Scheduled to ship in June 2017.

WOG WPUB024 ..... \$30.00

## WYRD MINIATURES



### MALIFAU: GREMLINS BANJONISTAS

Scheduled to ship in July 2017.

WYR 20638 ..... \$18.00



### MALIFAU: OUTCASTS DEAD OUTLAWS

Scheduled to ship in July 2017.

WYR 20535 ..... \$18.00



### MALIFAU: RESURRECTIONISTS DRAUGR

Scheduled to ship in July 2017.

WYR 20241 ..... \$21.00

## Z-MAN GAMES



## FEATURED ITEM

### JUNGLE

Welcome to the Jungle! It's a great place to live and play, but sometimes the jungle can be scary, whether you're the tiniest mouse, the strongest lion, or the biggest elephant. Come join them in their natural habitat with *Jungle*, featuring a series of five mini-games by acclaimed designers Bruno Faidutti and Anja Wrede, inspired by the traditional Chinese game, *Dou Shou Qi*. Take a walk on the wild side and see what wonders await in *Jungle*! Scheduled to ship in September 2017.

ZMG ZM004 ..... \$12.99



## FEATURED ITEM

### SPYNET

Step into a world of shadowy spies and clandestine missions in *SpyNet*! From legendary designer Richard Garfield, *SpyNet* casts players as spymasters running teams of covert agents. Working alone or as a team, players recruit agents from four different branches of espionage, then deploy those agents to complete vital, undercover missions. Cleverly play your agents, pick the right moment to deploy them, and adapt to each situation to become a dominate force in the world of covert intelligence. Scheduled to ship in September 2017.

ZMG ZM007 ..... \$19.99





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AND STRIVE TO CONTROL THE  
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**Z-MAN**  
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# QUICK LIKE A BUNNY!

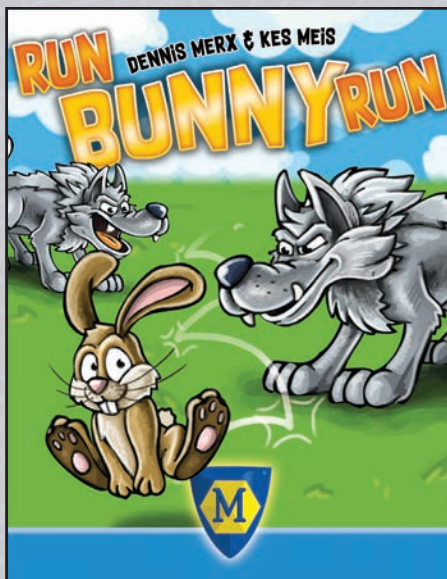
## CARD GAMES ON THE GO!

### RUN BUNNY RUN

MFG 5813 ..... \$15.00 | Available September 2017!

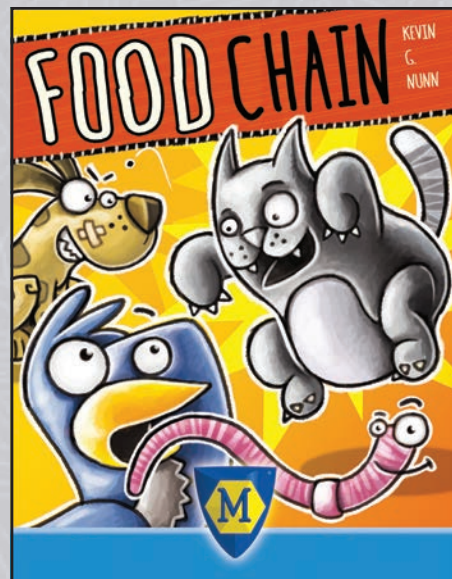
Mayfair Games is thrilled to announce our new line of simple, pick-up-and-play card games. Every game in this line can fit in your pocket and plays in minutes, not hours, making it perfect for 'gaming on the go', or filler games in between lengthier ones. While we're not ready to talk about all the games in the upcoming line (yet!), here's a look at the first two games in the line, along with our upcoming card display box for retailers! So, rather than make a long story, well, *longer*, let's take a look at the first two card games.

First up is *Run, Bunny, Run*, an asymmetric card game for 2 to 5 players, ages 8 and up; games take approximately 10-minutes per player, so 20 to 50 minutes for a full game. In *Run, Bunny, Run*, one player takes on the role of a quick, agile bunny, while the others run with a pack of wolves. The bunny wants to escape to the safety of its burrow, while the wolves crave the bunny for dinner! However, the bunny is too sly for any lone wolf to catch, so the players controlling the wolves will have to work together and try to hem the rabbit in. Movement is conducted using cards, and the rabbit has the advantage changing direction. To make matters harder for the wolves, their movement is easier to predict. Still, there are many more wolves and they're working as a team, so the bunny will have to be quick and smart to escape. If the rabbit reaches its burrow, that player wins the game. If any wolf catches the rabbit, they win.



### FOOD CHAIN

MFG 5812 ..... \$15.00 | Available September 2017!



and a dog and flea. Each turn they place one of their animals into the yard, then play resolves according to the current turn order. The object is to be at the 'top of the food chain' more often than your opponents. So, birds catch worms, cats snatch birds, and so forth. At the end of the round, players can claim any captured creatures — but, be careful! Some varmints are worth nothing, while others bite you with negative points! Be sure you catch the right critters to stay at the top of the food chain.

One final thing, and this is for our FLGS, is the display boxes that Mayfair will be launching later in 2017. We've got quite a nice selection of card games, between our Mayfair, Lookout, and Amigo lines. So, we're going to make it easier than ever for stores to better merchandise 'em! Each display box holds 16 decks of cards, with four visible in two rows, and can easily be placed on a counter or on a small shelf. This PoP display is perfect for card games like *No Thanks*, *6 Nimmt*, *Saboteur*, *Portal of Heroes*, and, of course, *Run, Bunny, Run* and *Food Chain*. Even better, you can customize the game selection to fit your store's needs. Retailers,

be sure to ask your sales representative about this promotion!

...

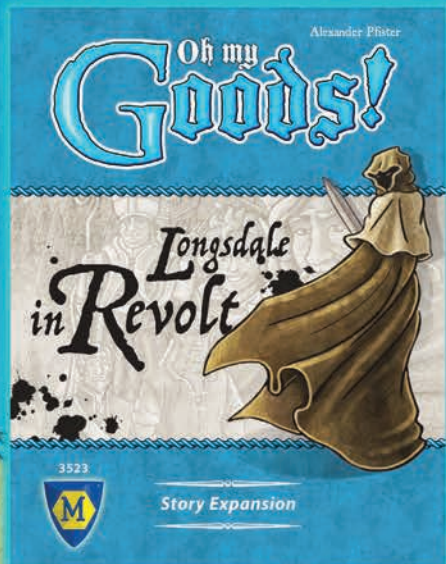


Then, there's *Food Chain*, a game for 3 to 6 players, ages 8 and up; games take approximately 30-minutes to play. In *Food Chain*, players have a hand consisting of three worms, two birds, two cats,



# Oh my Goods!

Du meine Güter!



*Longsdale is in revolt! Side with the king and put the rebels down, or help the rebels fight for freedom. You decide in this story expansion for Oh My Goods!*



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# CORVUS BELLI INFINITY

## THE CRY OF THE HIGHLANDERS

An Infinity article by Gutier Lusquinos. Edited by Jeremy Breckbill.

Caledonia is probably the strangest Ariadnan nation and the most dissimilar from the other people of the Human Sphere, and even from the other states of the Ariadnan continent. Built around the concept of the clan, the social structure of Caledonia determines the politics, attitudes, and behaviors of its inhabitants: hard people who seem to live in another time, a time where concepts like honor, courage, and revenge are worth killing and dying for.

Years of continuous hostilities between the different clans has forged the inhabitants of the Caledonian lands into born soldiers. The clanspeople know that they must always be ready to defend their clan, which is their family, and their land, their resources, and also their honor. All—absolutely all—of the Caledonians are authentic Highlanders. Even those with a more urban and civilized look hide a mountain warrior within. When the bagpipes resonate with war songs, no Caledonian can refuse the call. As their parents have taught them, and in spite of the bloody price that they must pay, they are Highlanders who must fight for their clan.

Corvus Belli recently released a new version of the Caledonian Starter Pack. A completely re-sculpted box that promises more new re-sculpts in the future (at least Volunteers, 3<sup>rd</sup> Grey Rifles, and Mormaers can be expected for sure), it places this army under the spotlight once again.

When deployed on the game table, the Caledonian Highlander Army plays in a way totally different from the other Sectorial Armies of its main faction, which is quite refreshing for the Ariadnan player. In this army, Close Combat has a relevant role, and the army was conceived to allow players to make good use of it. The fast movement of the Cameronians, the high number of cheap troopers available, and the amount of smoke screens a Caledonian force can deploy makes it easy to reach the close quarter's battle in which their Claymores excel! However, we cannot forget that this is an Infinity army, so shooting is still the real deal of modern combat. Caledonian players have several Fireteam types available that they can field on the game table, allowing army lists of up to two or three different

Fireteams. The quickest combat force composition starts with a Fireteam: Core of Volunteers, accompanied by a Fireteam: Haris of Wulvers, and then a Duo of Scots Guards, which means ten Orders at around 200 points and 4.5 SWC. This still leaves room to add some S.A.S. infiltrators, Cateran snipers, and some crazy 45<sup>th</sup> Highlander Rifles and/or Cameronians.

The arrival of Human Sphere N3 doesn't remove anything that was good in Caledonia, but rather opened a door to different regimental Fireteam combinations, all working together to achieve victory. The bagpipes again are sounding on the Infinity battlefields!





COMBINED ARMY PACK

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ARMY LIST

CORVUS BELLI  
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"ANNEXATION-OR-DEATH"

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INFINITYTHEGAME.COM



# Fantasy Realms

## FANTASY REALMS

WZK 72934 ..... \$19.99 | Available August 2017!

At 5-minutes to teach and 20-minutes to play, *Fantasy Realms* is the perfect game to open your gaming night while you're waiting for that one person who's *always* late. It's just as quick and strategic with six players as it is with three, and with only a single deck of cards (along with an optional scoring pad), there's always room for you to toss it into your gaming bag. As a fan of *Magic: The Gathering*, I've noticed that players often seem to have a lot of fun trading cards and locating combos. That observation was the inspiration behind *Fantasy Realms*.

The *Fantasy Realms* deck has 53 cards, ten suits with five cards each: Wizards, Beasts, Leaders, Armies, Artifacts, Weapons, Floods, Flames, Weather, and Lands, along with three wild cards. From these, you're dealt a 7-card hand. Your goal is to improve that hand as much as possible by creating the best combos before the game is over. Every card has three other elements besides its suit: a unique name, a base value from 0 to 40, and either a bonus or a penalty (or in a few cases, both). The bonuses and penalties contribute to most of the strategy in assembling an ideal hand.

In general, cards with a lower base strength have bonuses, and cards with higher ones have penalties. These bonuses and penalties are all thematic – for instance, the Magic Wand is just a worthless stick unless you have a Wizard who knows how to use it; the Unicorn gives a bonus to your female Leaders and Wizards; Lightning gives you a bonus if you've got a Rainstorm in your hand; Wildfire negates everything in your hand that's flammable, etc. Some of the bonuses call for special situations that are difficult to achieve, like the bonus for getting the Bell Tower, Book of Changes, Candle, and a Wizard to use them all; others are simple and straightforward, like the Empress and Warlord who like to lead Armies into battle. Other cards include the Worldtree, that gives a large bonus if all the cards in your hand are different suits; the Collector, who does the opposite and wants to collect cards of the same suit; the Doppelganger wild card that duplicates another card in your hand; and the Necromancer who brings a card back from the discard pile.

The mechanics are utter simplicity: draw a card and discard a card. Every discarded card remains face up and can be drawn by any subsequent player. So, as the game goes on, there will be more choices of cards you can take to upgrade your hand. The game lasts until there are ten cards in the discard pile, and then all players score their hands.



Another feature of the game is that high-scoring hands generally have a strong theme that ties them together. In other words, the cards in your hand tell a story. Thematically, each hand becomes a kingdom, and the hand with the highest score is the kingdom that is the most strongly defended. My wife likes to add the house rule that everyone has to tell the story created by their cards: "A Beastmaster went out to seek a rare Dragon to complete his collection of beasts. He hitched a ride with a War Dirigible filled with Elven Archers, and eventually they found a Bell Tower where the Dragon he sought was guarding a beautiful Queen. Later, the two were married beneath the Worldtree."

If you play with people who like games that turn into stories, this one's for you! Pick up *Fantasy Realms* at your FLGS this August.

...





EVEN AMONG MISFITS

YOU ARE A MISFIT!!!



**WHERE THE STRUGGLE IS REAL BUT THE FRIENDS ARE NOT**

ISLAND LIVING WAS YOUR DREAM - AN ISLAND FULL OF FRIENDS AND A KING WHO YOU THOUGHT WAS FAIR AND KIND. BOY, WERE YOU WRONG. WHEN CANDY WAS DISCOVERED ON THE ISLAND, THE KING GOT GREEDY AND YOUR FRIENDS GOT MEAN AND SPITEFUL.. NOW YOU WANT OFF THE ISLAND. MATTER OF FACT, EVERYONE WANTS OFF THE ISLAND.



THE KING WILL FIGURE OUT YOUR OBJECTIVE ONCE SOMEONE LEAVES THE ISLAND. BE THE FIRST AND THE ONLY...

MANIPULATE THE BOARD TO GET THREE CANDIES IN A ROW TO COLLECT THE CANDY, BRIBE THE ISLANDERS TO GET WOOD, CLOTH, TOOLS AND ROPE, AND HOPEFULLY GET OFF THE ISLAND. BUT WATCH OUT FOR THE KING, HE HAS QUITE THE TEMPER!

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60 CARDBOARD CANDY TOKENS  
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Where Fun Comes To Life



# ROLLERS DELUXE

## ROLLERS DELUXE

USO RS106000 .....PI | Available Q3 2017!

Press-your-luck dice games have been a staple in many gamers' collections for decades. In fact, one of my earliest gaming experiences, outside the standard game closet, was Sid Saxon's *Can't Stop*. It was the luck of the dice mixed with bit of scoring strategy that made this game so appealing. Many games since have gone on to meet the needs for the love of rolling dice.

A few years ago, we were in Chicago for the Chicago Toy & Game Fair, to meet with game designers and inventors, as well as having a booth at the public event. As Chicago is home to so much history for the toy and game industry, it was only natural to meet with some of the local folks and inventor teams, too.

While at a meeting with Big Monster Toys (BMT), they presented a number of great games, including the prototype for *Rollers*. We were hooked on this game pretty quickly. There's a sense of familiarity with the game, mixed with a bit of strategy based on how you score your dice after your three rolls.

One of the great things about working with BMT is that they were involved through the entire process of development. Play-testing internally, we determined that we wanted to change things up a bit. So, reaching back out to BMT to discuss some of our thoughts, they quickly went back to play-testing, too.

The final results were well worth the exploration on both sides. The game is loosely based on the dart game of *Cricket*. In *Cricket*, players are throwing darts to 'close' the numbers 1-20 and the bullseye. If one player has a number closed and their opponent doesn't, they can collect or 'hit them' for points equal to the number shot, on subsequent turns until the opponent closes the number. Therefore, you can't win unless you close all your numbers and beat your opponent in points collected.

Originally, *Rollers* was developed more like the *Cutthroat Cricket* variant, whereby you are attacking or assigning your opponents with points rather than collecting points from your opponents. During testing, we felt that it was more fun to collect chips/coins from others, and that there should be more of a press-your-luck element in the game. After

further testing and exploration, we ended up with the addition of the 'Zap' die, which wasn't in the original version.

Since five of the dice have one side that is WILD (stars), the scoring of the dice during your turn remains quite flexible. For 'opening' a number, a player must collect the same number of dice as the number they want to open, such as two 2's or five 5's. Then, in order to 'close' a number, players must save one more die in that number or a WILD star. Once closed, players can begin collecting chips from their opponents that still have the numbers open. This ability to assign the stars as any number allows players more flexibility and strategy in trying to close out first, for two victory points, or be the one who collects the most chips that round, for one victory point. First to five victory points is the winner.

Once these core mechanics of the game were established, we began to explore the best way to visually and physically execute the game. We initially developed the game with an alien theme and story, but eventually presented a playful, medieval castle theme at Toy Fair to the trade. Although the game lends itself well to theming, the base game is great as is, and that's what Target fell in love with and wanted for their stores. Therefore, what you will find is a clean, non-themed design for the final product, which is now available as a five-player game at Target.

Another one of the beautiful things about *Rollers* is the ease of ability to jump right in and play. It's not a difficult game to figure out, and it's also a great socializing game, in that it plays well with families or friends, sort of a 'beer and pretzels' game. The game plays well with multiple generations, as the familiar aspect of dice rolling and scoring appeals to many. Though the game launched as an exclusive for Target, later this summer we'll be releasing a 2-6 player *Deluxe Edition* of *Rollers* to the Specialty market and your FLGS. This new edition will feature updated art, with more of a casino-style feel to it, and can be played with up to six players, allowing for even more fun and competition.

For more information about *Rollers* or to watch a video on how to play, visit: [usaopoly.com/term/videos/how-to-play](http://usaopoly.com/term/videos/how-to-play).

As the Director of Inventor Relations & New Product Development, Tony meets with Game Designers and Inventors from around the world to play their game submissions and to check out the playful and sometimes crazy inventions they're pitching. When not playing games for work or with his family, he's attending concerts, posting to Instagram, or glass blowing.





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# Museum Heist

## MUSEUM HEIST

FOX HEISTBIL ..... \$24.95 | Available Q3, 2017!

We all have our reasons for being into board games. Many had parents or siblings passing on the torch to them. For others, it may have been their friends or significant other that made the introduction. In my case, I believe I got into the hobby a bit in reverse. You see, I've always liked to create stuff. Over the course of my life, I have tried many different things, from writing, to drawing, to music. While I can't say I was really good at any of them, it's always been a process that I enjoyed. So, one day, I decided to try my hand at creating board games. Not only did it seem fun, but I couldn't resist the potential of creating something that would earn me even *less* money than music! But, before I could start designing games, I first needed to play a whole lot of them!

Slowly, but surely, I was initiated into different game groups, met new people, and played lots of games. One evening, when I arrived early to a gaming session, the host showed me a game while we waited for the others. "Have you ever played *Xe Queo*?" asked the host. I hadn't. So we played and for the person I was at that time, it was a revelation. It's difficult to say exactly what made the game click so much for me; while I generally like bluffing games, I often have issues with them. But, *Xe Queo* was different. Maybe it's the purity of it, the beautiful simplicity you can find in a lot of Alex Randolph's games. I'll always remember the time I played with my father as we were having a beer on a hot summer evening and had such an enjoyable and intimate game. Or that other time in a bar with a dear friend, Julien, who loved the game so much he went on to make his very own copy at home.



A year ago, I started working for FoxMind at around the time they were searching for new titles for 2017. *Xe Queo*, as it happens, was never distributed in North America, and so I thought it might be a good idea to bring in the game. One thing lead to another and a few months later we had acquired the rights for *Xe Queo*!

*Xe Queo* was originally a 2-player abstract, but we decided to pimp it up a little by giving it a theme, better visual appeal, and



adapting it for three and four players. The process of going from *Xe Queo* to *Museum Heist* wasn't easy and I must say that having Alex around would have been a great help on many occasions. But, he wasn't. Still, I truly believe that he would be proud of what we've done with the game.

So, what's *Museum Heist*? Let me give you a quick run-down. The goal is to be the first to acquire three Artworks. There's seven characters placed semi-randomly on the board. On each round, an Artwork is put in play and each player must select a secret identity among the seven characters. On their turn, a player may either move any character piece or challenge another player if they believe they discovered their identity. You win if you manage to get your character to the artwork without being discovered, but only if you're the only player with the identity you've chosen. There's also secret passages, switch tokens, and additional subtleties to get gamers from all levels hooked!

So, if you're someone who likes cutthroat bluffing — the kind of bluffing where every little blink, sigh, eye movement, or hand gesture might be taken as a clue of your opponent's identity — then *Museum Heist* is the game for you! I hope you derive as much joy from it as I did.

...

*Thomas Dagenais-Lespérance is a Montreal-based (mostly) human being working for FoxMind as a logistics manager, customer service expert and safety testing guru. He loves being alive, or rather much prefers it to the alternative!*







# MASSIVE DARKNESS




# RELEASING SOON



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# SCOTT PILGRIM'S PRECIOUS LITTLE CARD GAME

## SCOTT PILGRIM'S PRECIOUS LITTLE CARD GAME

RGS 00575 ..... \$45.00 | Available Now!

*Scott Pilgrim* explores the challenges of adult relationships and responsibilities against a backdrop of video game action. Our titular hero, Scott, must defeat Ramona Flowers' seven Evil Exes if he wants to date her. But, as Scott smashes giant robots, he's also evolving as a person and finding a place in the world. Scott battles half-ninjas and demon hipster chicks, but his true triumphs are mastering empathy and responsibility.

I love *Scott Pilgrim*, so when Oni Press offered me the opportunity to develop a *Scott Pilgrim* game, it was both thrilling and terrifying. How do you create a game that lets players feel that they're building their own story in that universe? How do you create a tabletop game that has the twitchy feel of a video game while also involving personal growth? This led to the idea that while the game involves zany combat, the goal is to deal with your drama and get your life together. But, what does that look like?

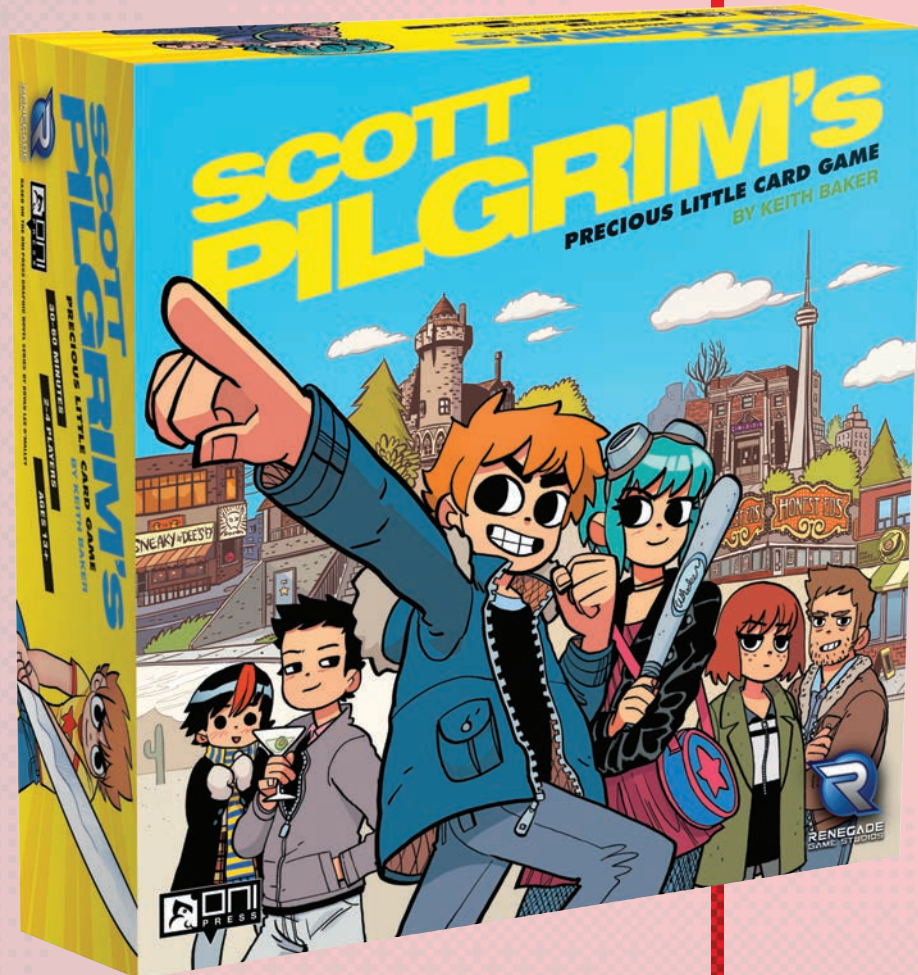
## BUILDING A LIFE

*Scott Pilgrim's* story revolves around a young man getting his life together. This led to the idea of a deckbuilding game where the process of acquiring and eliminating cards reflects your journey through life. In *Scott Pilgrim's Precious Little Card Game*, each player assumes the role of one of the central characters of the story: Scott Pilgrim, Knives Chau, Ramona Flowers, Kim Pine, Wallace Wells, or Stephen Stills. Each character starts with a unique ten-card starting deck that reflects their approach to life. What's important to each character? Music? Romance? Getting things done? Over the course of the game, a character acquires Action Cards from the plot line spread out in-between the players, and these are the tools that improve their personal decks. Scott or Stephen might acquire a *Power Ballad* or learn to play a *Terrible Cover* to improve their musical capabilities. Mastering *Empathy* or acquiring a *Training Montage* could help with romance or professional success. But, the reason to improve your deck is so you can acquire *Power-Ups*... the building blocks of a successful life. You might start out *Crashing With A Friend* or *Working as a Dishwasher*, but over time you could work your way up to live with *Housemates* or a mysterious *Dream Job* involving nudie suits and flying burritos. Or, perhaps, music will be your path to greatness, and some initial *Buzz* will lead to an *Opening Act* or a *Song on the Radio*. Friends are especially useful, whether that's Comeau, Stacey Pilgrim, or the mysterious Guy With A Car.

## TWO SIDES TO EVERY STORY

*Scott Pilgrim* blends the challenges of real life with video game fantasy. I knew from the start that the game should span the same two worlds. The basic goal is to build a better life... but, the path to success needed to include an option for over-the-top battles. Tied to this was the revelation that since players aren't directly attacking each other, it doesn't matter if the other players know what you have in your hand... and this, in turn, meant that *all cards could be double-sided!*

Every action card has a *story* side and a *combat* side. All *Power-Ups* can be flipped over to reveal *Challenges*... things you must fight to overcome. A *Challenge* can be something straightforward, such as *Ninjas*, *Giant Robots*, or *A Giant Guy In A Purple Suit*. But, a *Challenge* can also be something more abstract, like *Stage Fright*, a *Brutal Break-Up*, or a *Job Interview*. Typically, when you defeat a *Challenge* you flip it and acquire the *Power-Up* on the other side. This gives you a path to acquire *Power-Ups* you can't simply buy. *Scott Pilgrim* won't ever be able to buy that *Dishwasher* job with hard work, but if he





can flip it he can kick the crap out of the Job Interview and acquire it that way. Likewise, overcoming Stage Fright could get great *Word of Mouth* for your band... and if you can beat Crash and The Boys as a Challenge, you can earn them as a friend.

Each player's turn is split between *Acquisition* and *Combat*. During Acquisition you buy cards; when the Combat phase turns around, you can pick a Challenge to fight. To defeat a Challenge you create *Combo Moves* using your Action Cards; each character has their own unique sets of moves, which will lead you to acquire different cards. You have to commit to a battle before you draw your hand for combat, and you may be able to draw additional cards as you play your combos; all of this makes combat unpredictable and risky. And there's one more catch: *Drama*.

### DRAMA!

Every character starts with three Drama cards in their deck. Drama cards have two effects. On their own they're dud cards that take up space and slow you down. However, whenever an opponent initiates Combat, the player to their left reveals a number of cards from the top

of their deck... and each Drama card revealed in this way makes the Challenge more difficult to defeat. So, as Drama makes your life more difficult, it also causes trouble for the people around you.

Some characters want to eliminate Drama. This ensures your deck runs smoothly, and there are cards that provide bonuses if you have no Drama in your hand. However, there's also Action Cards that gain bonuses if you *match* them with a Drama card. This is generally the approach Scott Pilgrim and Knives Chau take: embracing Drama and riding out the chaos, and in the process causing trouble for their friends.

So, in the end, you need to decide whether you're going to eliminate the drama in your life or work around it; whether you're going to achieve victory through hard work or by beating the obstacles in your path; and exactly what your priorities are in building your perfect life.

### SMOOTH MOVE, EX!

Of course, a *Scott Pilgrim* game wouldn't be complete without an opportunity to battle an Evil Ex. The game comes with ten Evil Exes. In addition to the members of the League, there's also exes tied to other characters, such as Envy Adams and Julie Powers. At the start of each game, one Evil Ex is set at the end of the plot line. This determines the number of victory points required to win and can also change up the rules of the game. For example, all robots are tougher when you're dealing with the Katayanagi Twins, while sell-out Todd Ingram raises the costs of Power-Ups. The Evil Exes are, themselves, Challenges that can be fought, but they're too powerful for anyone to face at the start of the game; thus, over the course of the game, you're working to build up the power you need to take down the Evil Ex. Defeating an Ex doesn't instantly end the game or ensure victory, but it provides a significant amount of Victory Points and it's always worth doing if you can. Between the variant rules and the range of victory points, the Evil Ex helps define the game experience and to enhance replayability.

In the end, *Scott Pilgrim's Precious Little Card Game* is about taking your favorite character and navigating them through life in the world of *Scott Pilgrim*. Will your path to victory take you through mobs of robots and ninjas? Will you finally defeat the Evil Ex? Or will you focus on cleaning up your drama, finding a soulmate, and getting that dream apartment? There's only one way to find out!

...

Keith Baker is co-owner of Together Studios. His work includes the card game *Gloom*, the *Eberron* campaign setting for *Dungeons & Dragons*, and his RPG *Phoenix*:



Dawn Command. He also created *The Doom That Came To Atlantic City*, currently produced by Renegade Games. He can be found online at @HellcowKeith and at Keith-Baker.com.





# AEON'S END WAR ETERNAL

**AEON'S END DBG: WAR ETERNAL**

**PSI IBCAEDW1 ..... \$49.99 | Available September 2017!**

Gravehold remains the last bastion of The World That Was. As the otherworldly incursions from the creatures known only as The Nameless intensify, a cadre of strange survivors emerge from the void itself. Will they be Gravehold's salvation, or its undoing?

War Eternal is a standalone game compatible with the cooperative deckbuilding game Aeon's End. Players struggle to defend Gravehold from The Nameless and their hordes using unique abilities, powerful spells, and an all new cast of dynamic characters. Featuring a number of innovative mechanisms, including a variable turn order system that simulates the chaos of an attack and deck management rules that require careful planning, War Eternal can be played alone or combined with other Aeon's End content for a game experience like no other.

One change that you'll notice right away in War Eternal and the Second Edition of Aeon's End is the new graphic design – we substantially changed the way the cards look. Gone are the dark borders and brown backgrounds, and the look of the new cards is dramatically brighter and more appealing. We also made significant improvements to the components – rounded corners on play mats, thicker breach tokens, a more functional insert, and more practical box size. We're very proud of all the strong ratings and reviews the game was getting, and really listened to and took action to make the game look as good as it played.

The best expansions do not substantially alter a game; they add more of what you already love. We made a conscious decision to limit the number of new mechanisms in War Eternal – if you are familiar with Aeon's End, you can jump right into the new content. And as a standalone game, War Eternal is a good starting point, as well. The goal of both games are the same: breach mages must defeat a powerful nemesis while protecting the last known city of Gravehold, as well as their allies. Each nemesis is entirely different, approaching the game in a unique manner. Players must adapt, overcome, and, most importantly, cooperate in order to defeat The Nameless.

That said, there are some significant changes in direction within War Eternal. To begin, the new mages offer more complexity in decision making and potential for synergy than their predecessors. A number of the new mages implement a mini-game of sorts that will

certainly engage and challenge players on a higher level. We also brought back Mist, one of the mages from Aeon's End. Her time in the void has altered her into a new, otherworldly form, and now features similar yet unique cards and abilities from her prior incarnation.

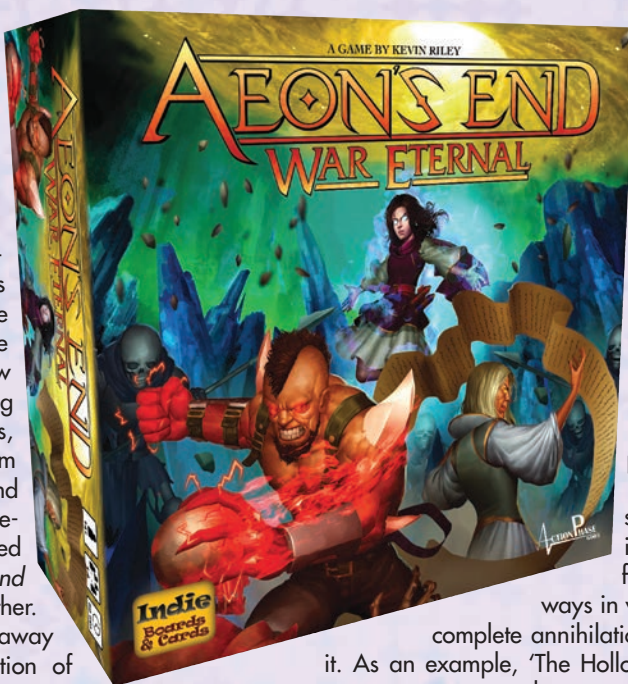
This increased complexity carries over to the gems, spells, and relics the players will purchase throughout the game. In War Eternal, we introduce a number of new and simple mechanisms that reward strategy and commitment. 'Celestial Spire' and 'Conclave Scroll' both reward players for buying out their respective market stacks, offering a bonus ability to bolster your allies. This is just one of the many, many examples of the extremely high level of cooperative play the game features.

Not only have the mages evolved, so, too, have their nemesis and minion counterparts. Each new nemesis featured in War Eternal introduces new ways in which they continue their pursuit of the complete annihilation of Gravehold and everyone within it. As an example, 'The Hollow Crown' has a single hit point, but has corrupted an enclave of mages, each with their own unique Blood Magic ability. To harm the Crown, the players must first defeat the acolytes. But, they must also manage how they do so, as the acolyte(s) with the lowest health will be the first to use their powers against them. The new tools the players have will be paramount in fighting back the dark from the void.

The Gate Witch is another of the four all-new nemeses the mages will face. Manipulating time and space, the Witch shuffles back in a nemesis turn order card each time it unleashes the keyword mechanism that denotes the special attack of each of The Nameless. Unlike the other nemeses, the players will not be able to outlast this foe, as they have cards that shuffle back into the nemesis deck later in the game. The mages MUST destroy the Witch, lest they be destroyed themselves.

If you have yet to play Aeon's End, we encourage that you do. Reviewers and gamers alike have loved the extreme amount of care and thought that has gone into this very thoroughly designed and developed experience. War Eternal does what any good expansion should do by simply offering more of what you already love. As a standalone expansion, it's playable out of the box, with a tutorial system that'll have you up and defending Gravehold in a matter of minutes. A mix of familiar mechanisms and new concepts in the genre of deckbuilding, we're confident that players, both new and old, will keep this game in their collection for years to come!

...





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# UNEARTH™

## FROM PROTOTYPE TO PRODUCT

### UNEARTH

BGM 013 ..... \$34.95 |

Available August 2017!

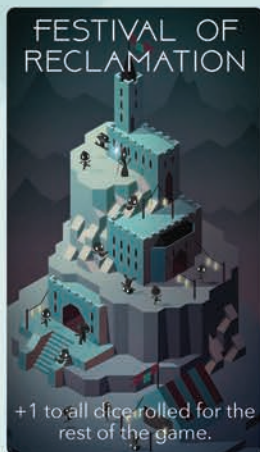
At GenCon this year, one of our longtime dreams will come true: the release of our first tabletop game, *Unearth*. In *Unearth*, you lead your tribe of Delvers on a quest to reclaim and rebuild the wonders of their lost civilization. By placing dice to claim ruins, playing tactical modifier cards, and strategically building game-changing wonders, you'll lead your tribe to victory. We're thrilled with *Unearth*, and we think our collaboration with Brotherwise Games has produced an amazing game. It was a long journey from our prototype to the final version of *Unearth*, and we would like to share that story with you.

Before it became *Unearth*, our game was about bees and bee hives called *Petals*. We took *Petals* to GenCon 2016 in search of a publisher. We pitched our game to several interested publishers, but we were very excited when we received an offer from Brotherwise Games. We knew from previous experience that we would have a good working relationship with them. Chris and Johnny were immediately excited about *Petals* and had some great ideas for theme and art direction. So, in October 2016 we began the journey of transforming our game from a creative and functional system into a fully realized game ready for the market.

### FROM FLOWERS TO DELVERS

We worked collaboratively with Brotherwise in developing the theme for the game. It was important to them that it would resonate with fans of their hit game *Boss Monster*, and fit into their growing brand. Brotherwise knew they wanted to do something using isometric vector art to give the game a unique and appealing style. But, we had work to do to develop the thematic material. The two game elements of claiming cards and tableau building needed to blend smoothly in the new theme. We initially began to explore mining elements for the game; claiming mines, digging for gems, and building tools. At the same time, Chris challenged us to start generating stories and lore about the denizens in the game world, called Delvers. We wrote a variety of short stories and myths about them. While these are not in print anywhere, they helped to develop our evolving world and characters.

Eventually we settled into the idea of reclaiming a lost civilization: players would excavate and claim ancient ruins and gather mystical stones to rebuild great wonders. Around the same time we realized that an isometric 3D block, when viewed from the side, formed a hexagon. Since the tableau building aspect of *Unearth* involves building rings out of hexagonal tiles, this was too perfect to pass up. Now the game could tell its story: tribes of Delvers exploring their world, digging up ruins, and working to remember and rebuild the culture of their distant past.



### IN SEARCH OF THAT EXTRA 10%

When we began development, Brotherwise challenged us to push the design and try to find that last 10% of polish to make the game great. In *Petals*, players scored points for placing hexagonal tiles in larger hexagonal rings. The number of points scored depended on the color composition of the rings. Brotherwise asked us to expand the tableau-building into a crafting system that offered players options in addition to scoring a fixed number of points. We found that this concept worked very well, and we ended up making two types of cards for this new crafting system: points cards and powers cards. Some of these gave you a unique way to score points, while others gave you a special power for the rest of the game.

While designing this new system, we constantly asked ourselves: "what do we want to do that we currently can't do in the game?" We found that generating ideas for scoring points was pretty straightforward, but trying to devise powers that players wanted without being too powerful was more of a challenge. The powers needed to add fun and desire to gameplay while avoiding becoming just another "thing you can do". We also wanted to make sure we had enough powers in the game to allow for a great deal of replayability. We ultimately settled on a selection of 15 of these powers, six of which are randomly available in any given game.

### A COLLECTIVE VISION

As new game designers, we didn't know what to expect from the development process. Brotherwise had goals and ideas for how they wanted the game to turn out, and it was up to us to realize these ideas within the system we had created. As we developed the game we were also developing a collective vision with Brotherwise of what it would be — the Delvers and how they live in their world, the mechanisms that drive the game, and how these elements combine to create the player experience. Building that vision in collaboration with our publisher let the game grow naturally over time to become something better than we could have imagined on our own. Bringing *Unearth* to life has been a great experience, and we can't wait to share it with you.

...



# SENTINEL COMICS

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# EXIT THE GAME

AN INTERVIEW WITH  
EXIT: THE GAME DESIGNERS,  
INKA & MARKUS BRAND

EXIT: THE ABANDONED CABIN		
TAK 692681.....	\$14.95	Available Now!
EXIT: THE PHARAOH'S TOMB		
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**Before the *Exit: The Game* series, you've never published anything like an escape room game. Was there any hesitation in accepting Kosmos's request when they commissioned you to develop these games?**

Absolutely not, there was no hesitation. Quite the contrary, we were very happy about their request. We visited our first Live Exit Room in December 2014 with our whole family. We were very excited about this experience and talked about this adventure with our editors Ralph Querfurth and Sandra Dochtermann on a Kosmos gathering. As it turned out, they had already had the idea for publishing an *Exit* game, so we were probably in the right place at the right time. So we had the great fortune to develop these games.

**The first three games in the series are available in the US, but there are three additional titles currently available in Germany – with several others in the pipeline. The response worldwide has been overwhelmingly positive. Did you have any idea that there would be such a demand for these games?**

For years Live Exit Rooms have been a worldwide phenomenon. It was only a matter of time before someone created a boardgame version. Nobody could have imagined how successful these games would be. We knew that we'd invented a good game, but we were uncertain how players would respond. It was absolutely overwhelming and totally unexpected when Kosmos announced that they'd already sold 100,000 copies in just three months.

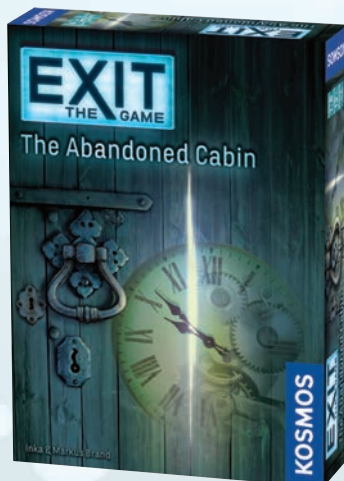
**How long does it take you to fully develop and create a game for the *Exit* series?**



It's difficult to specify a period. We're collecting ideas for new puzzles all the time. If we have enough in our "riddle box," we start to build a prototype. Therefore, we need about one week. Next follows the rounds of testing, where we have to change a little something again and again. The test period lasts about three months.

**Of the *Exit* games you've designed thus far, was there one that was more difficult than the others to create?**

*The Abandoned Cabin* — our first one, of course. We had to invent not only the puzzles, but also develop a solution system that works without a gamemaster. In all the games that followed, we could rely on this existing system.



**One of the things that sets the *Exit* series apart from other at-home escape room games are the engaging themes, with riddles that are thoughtfully integrated into the storyline. The settings come from Kosmos, after which you develop riddles to create a working escape room game. Do you find this strategy (developing riddles around a theme, rather than compiling riddles and making a story around them) to be limiting, or is it helpful to have something on which to base each game?**

Not every setting comes from Kosmos. *The Abandoned Cabin* and one of our novelties for next autumn, "The Dead Man on the Orient Express" (working title), were our ideas. We think it's much easier to find new riddles if you like the theme. Often the setting helps to create suitable puzzles.





Why should an *Exit* game be replayable? If you solve all the riddles in each box you know every solution. There's no reason to play it again. Admittedly, you can't give it away to other players, but that's why we have the opportunity to create extraordinary puzzles. Puzzles where when you solve them, "a smile stretches across your face like a sunrise." ;-)



One board game review site, Shut Up & Sit Down, declared that "Exit has broken my ability to judge good puzzles," explaining that the puzzles "are the sort of thing where when you solve them, a smile stretches across your face like a sunrise, first because you're pleased with how clever you are, and then because you're impressed with how clever the designers are." That's quite the compliment! How do you go about creating such intricate and stimulating riddles?

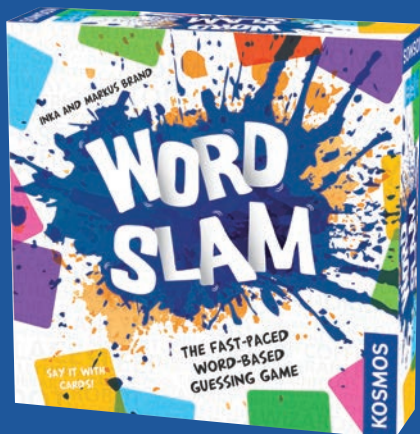
In fact, that is a great compliment. But, we can say that there's no recipe for it. Each puzzle is created in a different way. Some of them occurred to us in our dreams, some came about by a "flash of inspiration," some are well-known puzzles in a new guise, and some arise during a creative weekend. Also, focusing on the available materials is helpful. We often think about what riddles are possible with the disk, box, or any cards. Last spring we had an exciting weekend with our editor Ralph. Together, we visited four Live Exit Rooms in just three days — a kind of inspiration. Between the visits we developed new puzzles. At the end of the weekend, another novelty called "The Weird Villa" (working title) was finished.

One area of criticism for the games in the series is that they're not re-playable because you often must destroy components to solve certain riddles. What is your response to this kind of feedback?

In addition to *Exit: The Game's* 2017 Kennerspiel des Jahres nomination, another game of yours, *Word Slam*, was selected to the 2017 *Spiel des Jahres* Recommended list. When you were developing it, were you conscious of the need to make it stand out from other word-based party games? How do you think you accomplished this?

We wanted to create a party game for teams, where every player is involved all the time — something like our all-time favorite, *Time's Up!* You're right, it should stand out from other party games. We had the idea of explaining terms with just about 100 different words. One player on each team explains at the same time. The special feature of *Word Slam* is that your opponents not only see the explaining words provided by their own teammate, but they can also hear the guesses of the rest of your team and use these guesses to find a correct answer. It doesn't matter whether you're playing with four or ten people — everybody is part of the game at any time! We think this is the reason why it stands out.

...



Gen Con 50 attendees: Check out the KOSMOS event schedule at <http://bit.ly/2rnJc92> and sign up to play *Exit: The Secret of the Premiere*, a mini *Exit* game by Inka & Markus Brand. Members of the fastest team to solve the game each day will win copies of the 2017 Kennerspiel des Jahres-nominated titles *Exit: The Abandoned Cabin*, *Exit: The Secret Lab*, and *Exit: The Pharaoh's Tomb*. Attendees can also purchase their own copies at KOSMOS booth #2735, but act fast: only 50 copies of each title will be available each day! *Word Slam*, as well as *Monster Trap*, a new children's game from Inka & Markus Brand, will also be available in the KOSMOS booth, and attendees can sign up to play these games and more in the events hall.





# DUNGEON FANTASY™

## ROLEPLAYING GAME

### A BOX WORTH LOOTING

#### DUNGEON FANTASY RPG: BOXED SET

SJG 01-1005..... \$59.95 | Available October 2017!

If the average person knows anything about Steve Jackson Games, it's that we're "the *Munchkin* people." Most gamers know we also publish *GURPS*, a generic RPG that has accumulated so much material since 1986 that a typical gaming-table conversation goes something like this:

**Player:** "I slash the bad guy on the left across the face with my sword and shoot the one on the right in the foot with my pistol – all while running backward, ducking their counterattacks."

**GM:** "No problem. The rules have you covered."

But covering *everything* means *GURPS* isn't a rules-light game. If I claimed we had reworked it with *Munchkin's* "kill monsters, grab treasure, and run" attitude in mind – a decent description of the *Dungeon Fantasy Roleplaying Game*, by the way – the typical gamer would react as though my name were Frankenstein!

#### WHAT IS THIS "DUNGEON FANTASY ROLEPLAYING GAME"?

The *Dungeon Fantasy Roleplaying Game* is a "rules medium" version of *GURPS*, optimized for hack 'n' slash fantasy. But what does that even mean?

The lightest version of *GURPS* – cleverly titled *GURPS Lite* – is a 32-page freebie that runs to about 30,000 words. It doesn't include a magic system, rules for superpowers, vehicle stats, or any of thousands of other elements you need to delve deeply into specific genres. It's playable but a little rudimentary. At the heavy end of the spectrum is the *GURPS* core, the *GURPS Basic Set*. Its two thick tomes total 576-pages, filled with more than 400,000 words. It touches on almost every kind of game: fantasy, historical, horror,



post-apocalyptic, space opera, super-heroes... The back covers shout "Anything You Want" and "Any World You Can Imagine," and that's no lie! If you want more detail in some area, there are nearly 300 supplements for the current (fourth) edition. Content for older editions pushes the count past 500.

The *Dungeon Fantasy Roleplaying Game* comes down the middle. It's a boxed set consisting of a two-book core (*Adventurers and Exploits*, totaling 240-pages and about 150,000 words), spell and monster collections (creatively titled *Spells* and *Monsters*), a starter adventure ("I Smell a Rat"), maps, heavy cardstock figures with bases, and dice. The writing weighs in at around 250,000 words in all. The game is complete out of the box – no supplements needed. And unlike the *Basic Set*, it's pure hack 'n' slash fantasy, not a generic system.



#### SO, IT'S GURPS?

The *Dungeon Fantasy Roleplaying Game* loots its engine from *GURPS*, but gets rid of anything you don't need if all you want to do is handle bands of fantasy warriors, rogues, and magic-users who visit dungeons, kill monsters, and cart off treasure. For instance, you won't find rules for firearms, spaceships, or real-world economics. The real world takes a back seat in general – gamers often opine that *GURPS* puts realism first, but the *Dungeon Fantasy Roleplaying Game* puts fantasy at the forefront.





Humongous Spider

The title hints at this, too. It's taken from a lengthy series of *GURPS* supplements called *GURPS Dungeon Fantasy*. That series adjusts or replaces much of the *GURPS Basic Set* to better fit hack 'n' slash fantasy – and during the process of adapting *GURPS* to the *Dungeon Fantasy Roleplaying Game*, we consistently favored that interpretation.

In addition to making the game genre-specific, we streamlined. We cut back on the math (*GURPS* isn't  $49.938 \pm 0.003\%$  as math-heavy as its reputation suggests, but still...). We removed wordy special cases. We reduced lookups. We simplified or outright cut rules that slowed game play. We went beyond rules, too – we presented stats in easier-to-use formats.

### WHAT'S ALL THIS ABOUT A BOX?

Unlike *GURPS*, the *Dungeon Fantasy Roleplaying Game* isn't a "some assembly required" rules set. It's a ready-to-play game (in a box) containing rulebooks, an adventure, maps, figures, and dice. All you need to do is print out character sheets and provide the pencils (*GURPS* dates to 1986, but we no longer live in the age of stuffing boxes with pads and pencils!).

So, you don't need to buy stacks of supplements to play. While there's a *Dungeon Fantasy GM Screen* that includes two booklets aimed at speeding up game play, this introduces no additional rules; it just makes the existing ones easier to use. We think it's an incredibly useful game aid – so useful that gamers might see it as a must-have – but ultimately, it's optional.

The *Dungeon Fantasy Roleplaying Game* also launches with three supplements useful to gamers who plan to run ongoing campaigns rather than one-offs. *Against the Rat-Men* continues the introductory adventure in the box, while *Magic Items* and *Traps* provide ready-to-use content for GM-written adventures. All three started life as PDF rewards for backers who crowdfunded the game, but the content will be compiled in print and sold as the *Dungeon Fantasy Companion*. That might be seen as "core," too, but

# DUNGEON FANTASY™

## ROLEPLAYING GAME

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it's intended only as a time-saver – any GM could dream up new dungeons, magic items, and traps.

The point is, there will be support, but we're not looking at a whole new product line. The *Dungeon Fantasy Roleplaying Game* is finite and self-contained – an entry-level game you can leap into, sword in hand, right away. And, by removing doubts about what optional rules are in effect or what supplements are allowed, it's also well-suited to convention and pick-up play.

### WHEN AND WHERE?

The *Dungeon Fantasy Roleplaying Game* and *Dungeon Fantasy GM Screen* are at the printer. The *Dungeon Fantasy Companion* is written, edited, and laid out. Current plans have everything shipping in autumn 2017. Keep your eyes open for it – and check [sigames.com](http://sigames.com) often for news and updates!

...

Sean Punch set out to become a particle physicist in 1985 and ended up as *GURPS* Line Editor in 1995. In that capacity, he has written, edited, or contributed to some 150 *GURPS* releases, revised the game into its fourth edition (2004), and been a regular contributor to *Pyramid* magazine. From 2008, he has served as lead creator of the *GURPS Dungeon Fantasy* series, the origin of the *Dungeon Fantasy Roleplaying Game*. Sean has been a gamer since 1979, but devotes most of his spare time to Argentine tango (and occasionally tending bar). He lives in Montréal with his wife, Bonnie, and their cat, Zephyra.



Rock Mite



Holy Warrior



Toxifier



Wizard





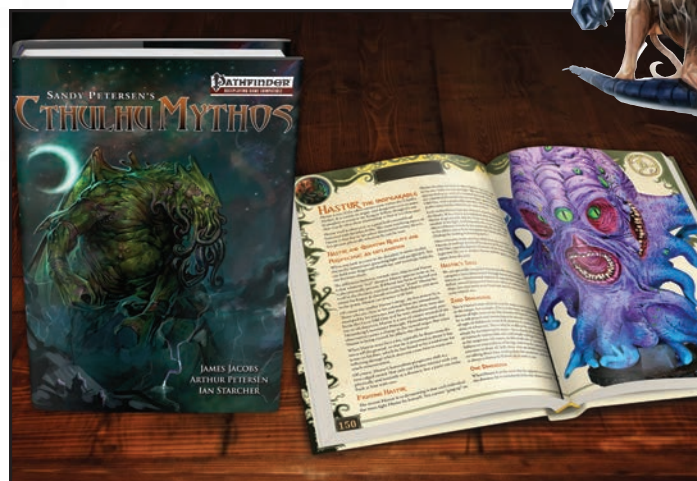
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## PATHFINDER: CTHULHU MYTHOS

PTG RPG-PF..... \$44.95 | Available August 2017!

Today, Lovecraft-based games are plentiful. Often the Cthulhu Mythos theme is an integral part of the game, but sometimes it's just pasted onto some other idea. The plethora of Lovecraft games exist thanks to Sandy Petersen, who got his start as a designer by creating the very first Lovecraft-based game – Chaosium's critically acclaimed *Call of Cthulhu* roleplaying game. When this game was published, Lovecraft was an obscure horror author, barely in print. *Call of Cthulhu* and its supplements helped make him infamous in gaming.

From this auspicious start, Sandy Petersen, with almost four decades of experience, continues as a force in the gaming world. He worked on roleplaying games at Chaosium for eight years, and was the developer of the *First Edition* of Richard Launius's notoriously fan-favorite *Arkham Horror*.



In the early days of game design, the task of designer and developer were separate. The designer created the basics of the game so that it was workable and playable. Then, the developer worked out the specifics, including some of the mechanics, balance, and other features that made it into the final product. These two roles are often melded into the same job today. Sandy Petersen is adept at both and, as such, is renown in his ability to design and develop legacy games.

In 1988, he moved from pen-and-paper games to computer games, and worked on the first version of *Civilization*, *Doom*, *Doom 2*, *Quake*, and the entire *Age of Empires* series. After more than two decades, the siren call to return to his roots became too powerful to resist. In 2013, he returned to the tabletop world and founded Petersen Games, releasing *Cthulhu Wars*, which instantly showed beyond doubt his expertise as a game designer and developer in the tabletop gaming arena.

Sandy maintained throughout his career a fondness for Lovecraft and its monsters (he read his first Lovecraft story when only eight-years-old). He's snuck references to Cthulhu or other Lovecraftian concepts into almost all the games he worked on. (The video game *Quake*, for instance, has as the final boss Lovecraft's deity Shub-Niggurath, thanks to Sandy.) Now, in his most recent venture, he exploits his Lovecraft knowledge and gaming talents to an extreme.

This is recognized in his new venture *Sandy Petersen's Cthulhu*

*Mythos for Pathfinder* — a comprehensive guide to Lovecraft's creations for the Paizo's *Pathfinder Roleplaying Game*. *Pathfinder* is no stranger to the Mythos, and already established stats for many Lovecraftian horrors in various tomes and bestiaries, plus adventures based on these concepts. But, *Sandy Petersen's Cthulhu Mythos for Pathfinder* is the first complete and comprehensive sourcebook, featuring an encyclopedic hoard of knowledge and rules for all things Lovecraftian.

It contains new Mythos races for player-characters (you can even play a ghoul!), new ritual spells, magic items, a huge bestiary of monsters, guides to Mythos cults, cultures, philosophy, Great Old Ones, and more.

*Sandy Petersen's Cthulhu Mythos for Pathfinder* is a massive tome, beautifully-illustrated and designed to complement other product in the *Pathfinder* line both visually and in game play. The basic challenge for *Pathfinder* and the Mythos is that the Mythos is more than just a collection of new, tough monsters; it's a *philosophy* — a cosmos-changing idea which intrudes upon the world and alters reality. This presented itself

in many ways throughout the course of development of the book. For example, the outer gods couldn't merely be huge monsters with a CR of 30. That would be too simple, and not truly reflect what it means when a Great Old One is awakened on the world. Thus, we developed an entirely new type of stat bloc just for the Great Old One and outer gods representing them as forces and powers beyond simply a bag of hit points to attack. Their presence alters the entire scope of the world around



them, causing the characters to make radically different decisions than simply determining the best tactics to defeat the monster at hand. Thus, *Sandy Petersen's Cthulhu Mythos for Pathfinder* gives players and game masters new ideas and tools to adapt game play for their campaign, including many tips and tricks.

...

*Sandy Petersen published his first Lovecraft-based RPG in 1981. Since that time, he has matured and developed as an author, and delved deeper into the secrets of the Mythos. He has incorporated his new ideas into Cthulhu Mythos for Pathfinder with concepts and abilities far beyond what he created in his earlier games. It's filled with secrets, such as the truth behind the origins of the Deep Ones, what really happens when Cthulhu awakens, and how the Black Goat Cult functions. This is a sourcebook not only for Pathfinder players, but anyone inspired by and interested in Lovecraft's nightmarish visions.*





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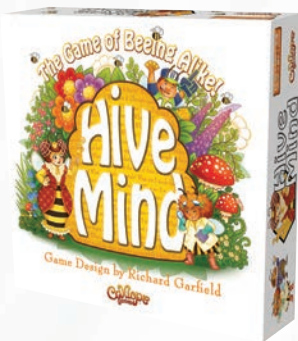


## MAKE WAY FOR THE TITANS OF GAMING

In 2015, Calliope Games announced a bold and ambitious project: publish a series of fun, affordable, easy to learn games designed by titans in the game industry. These games, released three per year over the course of four years, introduce a multitude of game mechanics to new players and provide veteran players with new titles by their favorite designers. Each game tells a compelling and engaging story and invites players to step into a whole new world.

In 2016, the first three games in the Titans Series were released:

**Hive Mind** — This bee-witching party game for three to twelve players is the brainchild of Richard Garfield, best known for *Magic: The Gathering* and *King of Tokyo*. Players ask and answer questions ("What are three amusement park rides?"), trying to match answers and avoid being kicked out of the hive by the Queen Bee! *Hive Mind* works perfectly for large groups, and with the answers all based on opinions and experience, even non-trivia fans can enjoy this hilarious party game.



**Menu Masters** — Gamers hungry for a clever resource management game gobbled up this entree by Zach & Jordan Weisman, designers of *Mage Knight*, *BattleTech*, and *Got 'Em!* As chefs, players are gathering the best ingredients to create amazing menus for their customers. By managing money and ingredients, each chef races to create the most masterful menus and win! *Menu Masters* is an ideal gateway game,

teaching the worker placement mechanic to those new to gaming.

**Running With The Bulls** — Vacations have never been so full of dice-dropping, bull-avoiding fun as in this game by Paul Peterson, designer of *Guillotine* and *Smash Up!* Roll the Runner dice to race through the streets of El Toro, staying one step ahead of the giant bull dice, and use clever cards to manipulate the board in your favor! This is one time you WON'T want to "get the point." *Running With The Bulls* offers a fresh way to use dice, and the fun use of cards ensures that no two games are ever alike.



After the incredible success of the first wave of Titan games, fans have been clamoring to get their hands on the next wave, and in Fall 2017, Calliope Games will be releasing these three new titles:

**Ancestry** is a tile-drafting game by Eric Lang of *Rising Sun* fame that challenges players to grow the best family tree. You're convinced that you have the richest, most interesting family tree of all. Over three rounds, you'll choose and build your lineage, looking to score riches, generations, and marriages. Time to show your neighbors which family rules and which one drools! With simple-to-learn rules, but hidden strategies, *Ancestry* will be a hit with players young and old.



**Capital City** is the Titan Series offering by James Ernest — author of *Kill Doctor Lucky* and many other games — and represents the biddin'-est, draftin'-est, buyin'-est, resource managin'-est game in the Old West! As players build a new town in the wild west, they'll bid for turn order, choose new settlers off the train, buy businesses in the town, and assign jobs to new citizens. Playing *Capital City* is like a crash course in game mechanics, and all the elements work together to

create a wonderful game for newcomers and hardcore gamers, alike.

**Shutterbug**, by Mike Elliott of *Thunderstone* fame, is a unique set collection game of cryptozoological and mythological proportions. As a plucky photographer in an alternate 1932, you have been hired by some of the nation's "best" tabloid newspapers to catch pictures of various hidden creatures. Travel across the country, picking up tips and snapping the best photos, remembering all the while that only the luckiest *Shutterbug* will get the byline. From the art to the gameplay, *Shutterbug* will be a game that players will want to use to gather family and friends around the table.



With a smash hit Titan Series year in the books for 2016, and a new wave of incredible games about to release by the likes of Eric Lang, James Ernest, and Mike Elliott, Calliope Games is excited to bring new adventures and memorable stories to players everywhere, no matter what kind of gamers they are. *Hive Mind*, *Menu Masters*, and *Running With The Bulls* are available now, and look for *Ancestry*, *Capital City*, and *Shutterbug* this fall at your FLGS to add to your friends and family Game Night!





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BY SCOTT ALMES

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# UNMASKED

## THAT FATEFUL MORNING

### UNMASKED

PSI MCG105 ..... \$44.99 | Available October 2017!

So the guy shot through the door to the gym, and the doors just like...exploded, man. Metal fire doors. He looked like some sort of pro wrestler. Hulk Hogan? But, like, not natural. Bigger. Like, too big. Scary big. He said, "Hey lady!" What? No. That's all he said.

The woman was more like a cutout. Like she was just drawn on paper. Like when she turned, you could see she was flat. Yeah, I know how it sounds. Why the hell would I make something like that up?

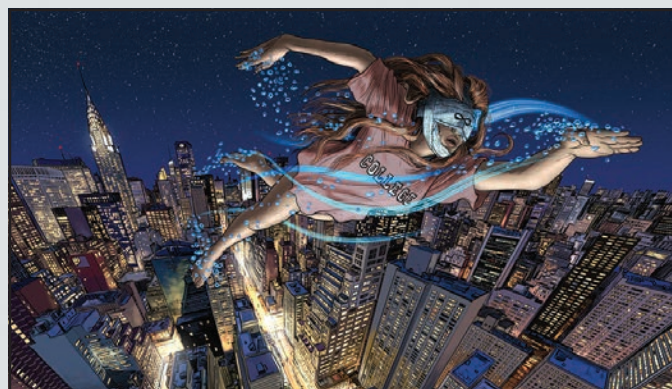
So the guy picks up the bleacher. I mean like, rips it off. A bunch of kids go tumbling. He dumped them off before throwing it—like you'd uh, shake off some peas from a spoon or something? — so that's good, I guess.

He threw it a good 10 yards. It hit the lady, but it sorta split on her. I could, like, see little bits of sparkly black around her when it hit. Like she was cutting through the wood.

And then these, uh, tentacles came out of her head. First they ripped the bleacher in half, and chucked it aside. That's when Angelina was hit. Is she OK? I saw her moving afterwards, but then the ambulance came.

What?

That? That's just a stupid thing I made for art class. A mask. It's nothing. Can I, uh...go now?



It's 1986. *Top Gun* is in theaters. "Papa Don't Preach" is on the radio. Halley's Comet is in the sky, and Chernobyl, the *Challenger*, and Iran-Contra are in the news. The Russians are in Afghanistan, and the Doomsday Clock is at 3-minutes until midnight.

Yesterday that was your world, but today none of that matters. This morning, as "Rock Me Amadeus" poured from the clock-radio to drive the sleep from your eyes, everything was different. You could feel it in yourself, and you could see it in everyday things around you. A stop sign, that pen, the clock on the wall of the school gym — these seemingly random objects each had secret meaning, and practically shone with hidden power. At first it seemed like you were the only one experiencing this strange effect, but then at school, at the mall, around town, you could see other teens lit by the same, secret light you awoke with that morning.

Player characters in *Unmasked* are teenagers who find themselves suddenly — and secretly — affected by strange powers. They feel drawn to collect special items with powers only they can discern, and



then to fashion themselves a mask from these items. Without their masks, the PC's are ordinary teenagers, gifted with no more than the ability to sense this hidden power in items and other people.

But, when they put their masks on... they become *someone else*, experiencing amazing abilities formerly only seen in the pages of comic books. Nancy is a bookish teen, but when she dons her mask she becomes a bloodthirsty monster that holds terrible grudges. Roberto is an all-state running back, but his mask-form is a slight, naive alien from another world with incredible telekinetic powers. Petra is a geeky, overweight teen. Her mask-form is a perfect looking man who is *always* everyone's friend.

The masks do more than just give their wearers unique powers. Each one also seems to have an appearance, personality, drive, and even goals of its own.

But the player characters are not alone in these miraculous abilities. On that strange morning in 1986 others in the world awoke with similar abilities, and some hit the ground running. Those forces are already in motion — their goals and methods, for the most part, are as inscrutable as the source of these newfound powers.

Even in the characters' small town, quietly and among a select group, sides are already being drawn. And this is just the beginning: What will happen when the local cops find out what you can do? When the military learns about it? When it hits the national, and then the global news? And all this time the Doomsday Clock continues to tick...

*Unmasked* is a fully realized superhero and psychological horror setting for the Cypher System. It includes new types, new foci, and new descriptors, as well as new NPCs, a guide to building your own high school setting, an instant adventure generator, and guidelines for creating your own origin and outcome to answer the question: *where do the masks come from, and why?*

...

Dennis Detwiler is the co-creator of *Delta Green* and *Godlike*. Since 1992 his books, card games, and video games have entertained over 40 million people in 11 languages, spanning such global hits as *Magic: The Gathering*, the *PROTOTYPE* series for Activision, and *Teenage Mutant Ninja Turtles* for Nickelodeon, as well as tabletop RPGs *Delta Green*, *Godlike*, and *Wild Talents*.





It's 1986. *Top Gun* is in theaters. "Papa Don't Preach" is on the radio. Halley's Comet is in the sky, and Iran-Contra is in the news. The Russians are in Afghanistan, and the Doomsday Clock is at 3 minutes until midnight.

But that doesn't matter. Because at school, at the mall, down by the 7-Eleven, you've started seeing things others don't. Hidden power glowing in what seem to be everyday items.

And when you follow that strange compulsion to create a mask from these items, you become . . . someone else. Someone with abilities and strengths the world has never seen, and an agenda that may not be your own. And there are others, with their own agendas. Maybe that Doomsday Clock matters after all. . .

**SUPERPOWERS. HORROR. A DARK '80s.**  
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# UNMASKED



## UNMASKED

October

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# TRICKS OF THE GAME TRADE

by Jon Leitheusser



## SURVIVING CON SEASON!



It's convention season again, so here are some tips (taken from last summer's *Tricks of the Game Trade* all about attending conventions). This recap is much shorter than the original article, but the tips are still good and should help you have a better convention-going experience!

**#1. Plan, But Stay Flexible:** Plan a few events, seminars, and games you want to attend ahead of time, but leave yourself plenty of room to do other things, such as play demos, eat, shop, or whatever else sounds like fun.

**#2. Be Prepared to Move Around ... A Lot:** Whether you're talking about running out to get some food, heading to another game or seminar, or getting to and from wherever you're staying, there's a lot of distance to cover, so either give yourself extra time or try to get in shape before the show!

**#3. Take Care of Yourself:** Get plenty of sleep, stay hydrated, keep clean, try not to touch more people than you absolutely need to (fist bumps are good!), and, if you're of age, don't drink (too much).

**#4. Be On Your Best Behavior:** Understand that everyone is dealing with the massive crowds and no one enjoys it. There's no need to scream and yell. It's not appropriate to touch people without their permission. And if you want a picture of someone who's cosplaying, ask them if you can take their picture and do it outside high traffic areas.

**#5. Things to Bring with You:** A backpack or bag that's filled with dice, paper, pencils, and a game or three. Water or a water bottle. Some cash. Hand sanitizer. Gum or mints. Snacks.

**#6. Play Some New Games:** Publishers are there to sell games after all, so take advantage of that by setting aside some time to check out some things you've been curious about, but didn't want to buy without playing them. Or, find the convention's gaming library and dig in!

**#7. Shop on Thursday... or Sunday:** The best day to browse is Thursday, because not everyone has shown up yet, and it's as easy to get around as it's going to get. The worst day is Saturday. If you prefer to wait to make your purchases, that's fine, but some of the things you want may be sold out later in the weekend. If you *really* want something, buy it when you find it, because it may not be there later.

**#8. Don't Carry All the Things All the Time:** It's no fun to carry around a 30-pound backpack all day, so give yourself a break and offload everything you're not using. **Bonus Tip:** Don't buy anything at the convention that you can pick up at home from your FLGS.

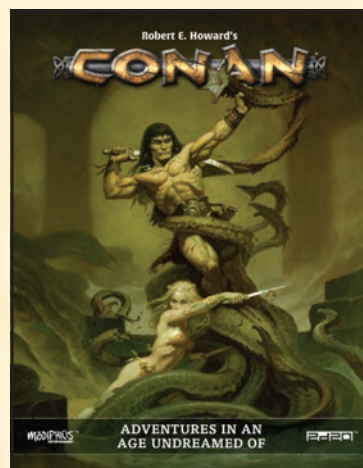
**#9. Remember to Eat:** Leave some time to get food, particularly outside the venue; it will be less expensive and better quality.

**#10. Confused or Lost? Ask for Help:** If you're lost, confused about where something is, or just need help, go to any volunteer or even someone working at one of the booths in the dealers' room and ask for assistance.

## FANTASY & SCIENCE-FICTION & ROLEPLAYING

Looking at every edition of *Dungeons & Dragons*, it's easy to see how fantasy and science-fiction writing affected its creators and influenced their design of the game. The inclusion of elves, dwarves, halflings, orcs, and much more was absolutely drawn from Tolkien's work and the magic of *D&D* has often been described as "Vancian" because of its similarities to the sort of magic used in the stories of Jack Vance. Barbarians with their lack of armor, martial skill, and overall toughness is clearly a call back to Conan and similar characters created by Robert E. Howard.

So, it should come as no surprise to see that there's a new supplement coming from Modiphius for their Robert E. Howard's *Conan: Adventures in an Age Undreamed Of* roleplaying game— *Conan the*



*Thief*. Rather than concentrating on the barbaric aspects of the setting, this sourcebook gives GMs and players the chance to learn more about thievery and the underworld of the Hyborian Age, in which Conan spent a good portion of his (fictional) life.

If you're looking for a good resource to make the dark, dangerous streets of your game more interesting, then *Conan the Thief* is an excellent choice. It offers advice on heists, traps, watchmen, and monsters, as well as spells and treasures to tempt and tantalize players.





Certainly, *Conan the Thief* will be most useful to someone running Robert E. Howard's *Conan: Adventures in an Age Undreamed Of* roleplaying game, but it should also prove useful to gamers looking to emulate the sword & sorcery feel of the Conan stories, especially those centered around larceny. In addition, if you're a fan of Conan, the book also offers information about a number of locations frequented by thieves, from Shadizar to Zamora.

#### ANOTHER CLASSIC REVISITED

# TOMB OF ANNIHILATION™

Those of you interested in exploring or re-exploring one of the most infamous dungeons of all time should definitely take a look at the *Tomb of Annihilation* for the 5th Edition of D&D. Inspired by the *Tomb of Horrors*, this adventure takes players from the streets, where a plague is afflicting people from all walks of life; a wasting disease that slowly weakens the victim and, most importantly, prevents them from being raised from the dead!

In a world in which magic is "normal", the fact that one of the most powerful spells no longer works is a major concern, so the player characters need to find out what's going on. This adventure takes the heroes far to the south of the Forgotten Realms to Chult, a peninsula surrounded by mountains and rainforests where they need to find out what's going on and return the Realms to how it ought to be.

Unlike the *Tomb of Horrors*, this adventure hasn't been designed to kill the player characters, outright. Instead, it's designed to take the players from 1st to 11th level. It contains an entire campaign's worth of adventure in the jungles of Chult. Plus, it includes classic (and formerly very cheezy) monsters such as the zorbo, the frogemoth, su monsters, and even zombie dinosaurs that vomit zombies!

If you're interested in playing in "hard mode," there are rules options for making the game even deadlier. This adventure should live up to expectations, while still making your campaign fun, challenging, and interesting. Plus, there's tons of information on Chult in general, so if you want to use it as part of your sandbox-style campaign, there's plenty of details to make that possible.

#### AMONG THE ALIENS

One of the biggest releases in the world of roleplaying games this year is Paizo's *Starfinder*. The last couple of columns included some information about the core rules and its first Adventure Path. This month sees the release of the *Starfinder Alien Archive*, which is packed with more than 80 new races GMs can use as NPCs or adversaries and players can use as character options.

Given that *Starfinder* is set in space, it only makes sense that there are myriad aliens to encounter, and



the *Alien Archive* provides a stable of space-faring races to choose from. In addition, the book includes rules for creating your own creatures and races, so you can come up with exactly the sort of creature you'd like to play—whether it's an original creation or an homage to an alien race from your favorite science-fiction book, movie, or television program.

Unlike the multiple *Bestiary* volumes that have been released for *Pathfinder*, the *Alien Archive* should be popular among players and GMs alike. That's a real boon, because, typically, the books that are useful to GMs don't usually contain much that the players will find beneficial. Here, however, is a sourcebook that allows everyone at the table to come up with exciting and interesting new aliens. The freedom to customize your play experience at the table is a great thing, and if you're playing *Starfinder*, you should definitely take advantage of it!

#### TAKE IT TO THE TABLETOP

If you're hitting up some conventions this summer, have a great time and take care of yourself. While you're there, check out some of the great, new roleplaying games being released and, if you can, play through a demo. Any of the books discussed above would be a blast, so have fun and go game!

...



Jon Leitheusser is a writer, editor, and game developer. He published the *Dork Tower* comic book, was the *HeroClix* game designer for years, was a content designer for *Champions Online* and *Neverwinter*, was the *Mutants & Masterminds* game developer for *Green Ronin* from 2008 to 2016, and freelances for a number of different companies. He cut his gaming teeth on *Advanced Dungeons & Dragons* and still games twice a week with his friends online or in person. He lives in Renton, Washington, but will be moving soon!



Watch Table for Two Show!



www.tablefortwoshow.com

## PORTAL OF HEROES (MFG ASI5717)

From Mayfair Games, reviewed by Jane Trudeau-Smith and Philip Smith of "The Table for Two Show"



10 & Up

45 Minutes



2 - 5 Players

\$18.00

Once again, Mayfair Games comes to us with a great, easy to learn, fun to play game with *Portal of Heroes*! The first time we played *Portal of Heroes* it was just the two of us, then we played again with another couple. The game allows up to five players. It's a compact game with two decks of cards and a portal sheet for each player, so it's very portable and a great game to tote along on a trip or bring over to a friend's house for game night!

The premise of *Portal of Heroes* is that the world of Molthar has been turned evil by a mean magician! A prophecy says that a hero will eventually save them, and you are trying to become that hero! You become that hero by challenging beasts and mythical creatures, and by collecting pearls. The goal is to eventually have enough power points to save them!

### HOW'S IT PLAYED?

There are two sets of cards:

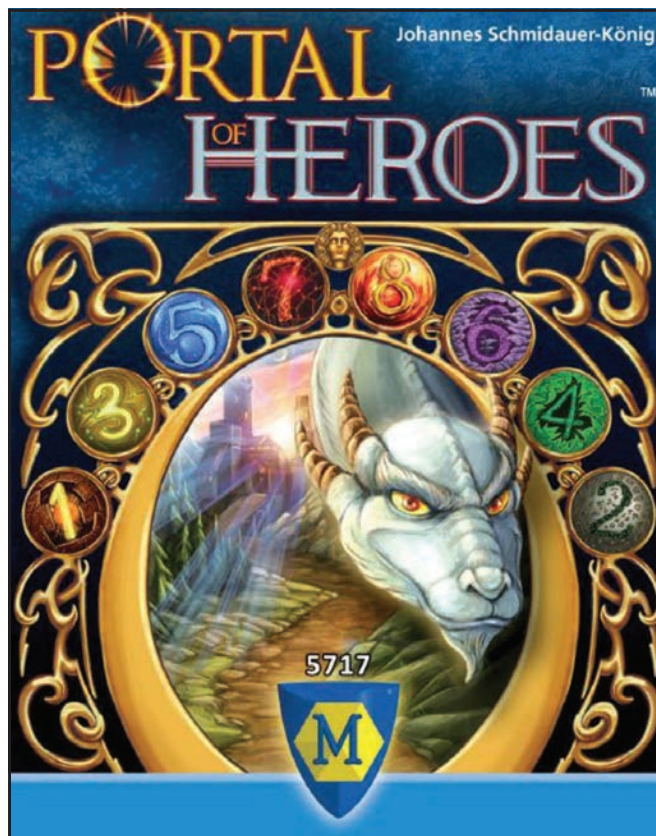
- **Pearl Cards** – these cards have values of 1-8 and are used to *activate* character cards. The stack is shuffled and a tableau of four cards is laid out with the draw deck to the side.
- **Character Cards** – these are different characters in the world that you can gain power points from. The stack is shuffled and two are laid out to pick from, along with the draw deck next to it.

Each player receives a portal sheet where you can place up to two characters. Decide on a starting player, and have that player turn the side of their portal sheet with the *first player symbol* up, as a reminder to everyone that they're the first player.

As you can see, setup is very easy. Now... begin play!

On your turn, you can do three actions. There are four to choose from, and you can perform the same action more than once, as long as the total actions you take is three.

- Take one pearl card from the tableau and replace immediately from the draw pile – you need these cards in your hands to *activate* a character later. At the end of your turn you must not have more than five in your hand.
- If none of the pearl cards are what you need, you can remove and replace the entire tableau of four cards with new ones. This is a great way to stop another player from getting something they need!
- Choose a character to put on your portal. You can only have two characters at any time on your portal. Each character has a cost, expressed as a pattern or formula, to activate them. For example, I may have a dwarf that has a cost of "33" – two 3's – which means I need two pearl cards with a "3" for activation. Some have more complex patterns like the sequence 45678, or a formula like three cards that total 20.
- Activate a character – when you do this you must pay the appropriate cost using the pearl cards in your hand. The character is then rotated upside down and moved to the right of your portal. On the bottom of the card, there's a



power point value you'll have earned. Some of the cards also have special abilities that are activated immediately, or at any time during your turn. For example, the dwarf allows you to have an automatic "3" in your hand for future use.

Each player takes their turn with three actions until one of the players reach 12 power points. Once that happens, game end is triggered. The current round is completed, and then one, last, full round is played to give each player a chance to meet or beat the 12 points. The player with the highest amount of points wins!

It sounds easy, right? Sure, it's easy to play, but not so to win! You must have the right pearl cards in your hand to activate the characters, and sometimes the higher the power points, the harder that is. Plus, your "friends" are either taking the cards you need or swiping them out before you can get them – so it can be a good challenge!

### TIMING OF THE GAME

*Portal of Heroes* took about 35-minutes as a two-player game, and closer to the 45-minute mark noted on the box with four players. We see this as a game you could play tournament-style if you want to play longer, too!

...

*Jane and Phil love gaming, are best friends, and have been married since 2005 after meeting at a software conference at Disneyworld!*





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## INIS (ASM INIO1)

From Asmodee Editions, reviewed by Eric Steiger and Rob Herman

 2 - 4 Players	 2 - 4 Players
 60 - 90 Minutes	 \$69.99

Ever since I picked up *Chaos in the Old World* in 2009, I've been enthusiastic about the style of games that it ushered in. These games are confrontational, featuring direct conflict and aggression; but the game is built around a strategic core — rewarding careful planning and timing of fights rather than luck. Previously in GTM I have reviewed (and shared my excitement for) *Cyclades* and *Kemet*, two other games of similar style. So, I was enthusiastic to try *Inis*, also published by Matagot, and I'm happy to report that it didn't disappoint. Designer Christian Martinez has only a couple of other lesser-known designs, but he can take pride in his wide-release debut.

In *Inis*, players are rival Irish clan leaders, vying to become ruler of a mystical new island near Ireland. The board is made of interlocking, roughly-triangular "territories". The board starts small and tightly-packed, with only one territory per player, which can be expanded through exploration as the game progresses. Player units are called "clans", which could have been simple cubes, but are, instead, well-crafted figures in a series of detailed sculpts. The territories are attractive and distinctive landscapes, each one unique (and providing a special benefit to its chieftain, the player with the most clans occupying it). One territory is designated the Capital. Its chieftain becomes the Brenn — a temporary leader — who gets to go first and, crucially, wins ties if victory is contested.

The first notable feature of *Inis* is how few rules there are. For example, a new territory and Sanctuary (a victory objective building) are added to the board every turn, but there's no "maintenance phase" when these are added. Instead, every turn, players draft action cards and then take turns playing them. Of the 13 or 17 cards (in a 3- or 4-player game), all but one are drafted, so every player gets four cards. One of the cards, for example, is 'Exploration'. The Brenn (the chieftain of the capital province) gets to choose where the new territory is located, and the player who played the card can place a new clan there. The 'Sanctuary' card grants the player not only a place of Sanctuary, but also allows them to draw an 'Epic Tale', a powerful "special card" that can be held from turn-to-turn until needed. Other cards let the players add new units to the board, move and attack with their existing clans, impede other players' actions, and so on.

Combat is straightforward: when a card starts a combat, beginning with the instigator, every player with clans in the contested territory can choose to Attack a rival or Withdraw. A player who's attacked can choose to either sacrifice an action card from their hand

or a clan from the territory. Withdrawing means pulling all units to an adjacent territory where you're already the chieftain — so you can't suddenly dominate a territory by fleeing into it. Most notably, before every action in the clash, the involved players can mutually agree to end the clash and have their clans coexist. Coexistence can be beneficial to both sides, not just to conserve resources, because of the way struggling for victory works.

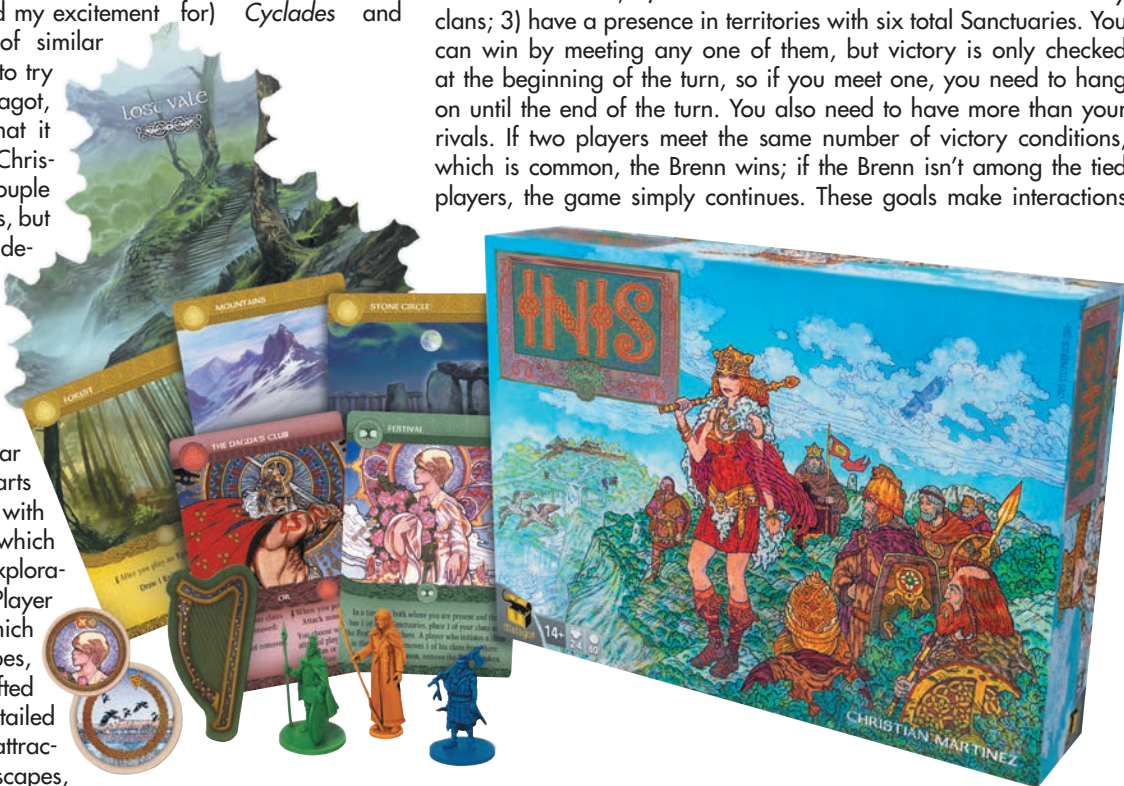
There are three victory conditions: 1) have a presence in six different territories; 2) be chieftain in territories with six total enemy clans; 3) have a presence in territories with six total Sanctuaries. You can win by meeting any one of them, but victory is only checked at the beginning of the turn, so if you meet one, you need to hang on until the end of the turn. You also need to have more than your rivals. If two players meet the same number of victory conditions, which is common, the Brenn wins; if the Brenn isn't among the tied players, the game simply continues. These goals make interactions

between the players tense. For example, a rival moves clans into a region you control, and offers peaceful coexistence. Having enemies in your region is threatening and advances your opponent towards goal 1, so maybe you need to violently expel them. On the other hand, their presence also advances you towards goal 2, so perhaps peaceful coexistence is better for you.

A game of *Inis* progresses from crowded to expansive surprisingly quick: with every turn there are more territories to occupy, more Sanctuaries to claim, and more opponents' clans to become chieftain over. Additionally, a few actions can grant a "deed" token, which acts as a wild credit toward any one victory condition. So, as the game progresses, victory enters the reach of every player, and each one needs to closely watch and control their rivals. The game shifts from "how can I stretch toward victory?" to "how can I make sure nobody gets more victory than me?". It will be common to lose despite meeting a victory condition, which, while frustrating, gives a sense of some satisfaction and a desire for an immediate rematch.

...

*Eric and Rob are your friends, and friends wouldn't let you play bad games.*





# EXIT THE GAME

#exitstrategies

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## BÄRENPAK (MFG 3530)

From Mayfair Games, reviewed by John Kaufeld

 8 & Up	 2 - 4 Players
 20 - 30 Minutes	 \$42.00

City parks, theme parks, amusement parks, butterfly parks — but, bear parks? Yep, it turns out they're a thing. Germany already boasts two of 'em. (Really!) Now, thanks to Mayfair Games' delightful *Bärenpark* from designer Phil Walker-Harding, you can build a bear-centric, tourist-pleasing nature preserve of your very own.

Let's get straight into the 'Top Five' things you need to know about the game. (I can't "bear" waiting any more... just wanted to get that joke out of the way early.)

### QUICK TO LEARN

*Bärenpark's* rules fit onto a single sheet of paper, which makes the teaching and learning process fast. Combined with well-designed graphics on the player boards and the supply board, the game practically teaches itself.

Icons on the player boards drive actions in the game. On your turn, you place a tile from your supply onto your board, adding a new area to your park. You then put one or more tiles from the supply board to your personal supply, depending on the icons you covered this turn.

### CHOICES, CHOICES

Player choices entirely drive the game's action, which puts your planning front and center every time you play. Choosing the position of your tiles and paying attention to which icons sit nearby becomes a key, strategic factor. Those board icons determine which pieces you can take from supply each turn. If you plan correctly, you'll have exactly the tiles you need. Plan poorly, and you might have to pass a turn just to get a fresh tile.

Wheelbarrows — the most common icon — give you a green space piece. Cement mixers offer you an animal house. The orange excavators let you snag one of the high-value large exhibit spaces. The construction crew icon lets you immediately add another 4x4 area to your park.

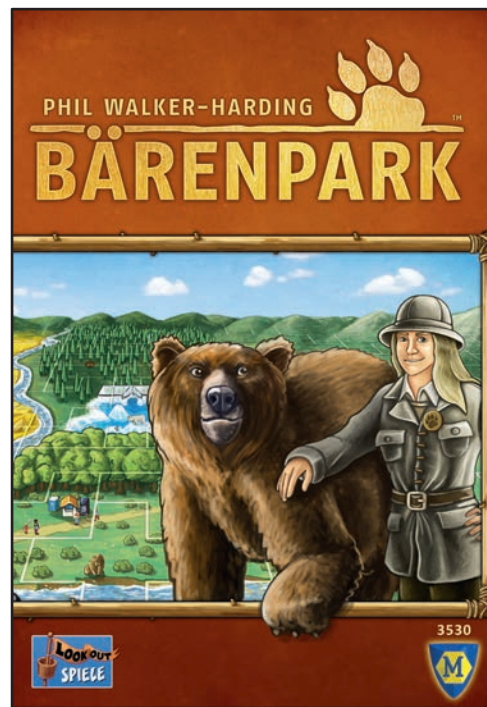
You can always choose a smaller tile than the icon you covered will let you take. That seems unimportant now, but late in the game you might need something small and specific to wrap up some last-minute victory points.

### SCORING THE POINTS

Speaking of points, your goal in *Bärenpark* involves gaining victory points by building valuable animal habitats and enclosures. You also want to include strategically placed green spaces because they use every bit of the land available. Green spaces don't score any points on their own, but they help you gain bonus points by filling your 4x4 park areas.

### ALL ABOUT SPEED

As you probably guessed, there's one more wrinkle to the game: You need to do all of this in the fewest turns possible. By moving fast, you get first pick from the limited pool of high point value enclosure tiles. (And we're talking about plenty of extra points there.) On top of that, the sooner you complete your park areas, the more bonus points you receive by erecting beautiful bear statues. The statues start at 14 or 16 points (depending on the number of players), and then gradually fall to one or two lonely points by the end of the game..



### INDIRECT COMPETITION FOR A FAMILY WIN

*Bärenpark* uses an indirect competition playing style, which makes it great for mixed groups of adults and kids. Each player works their own board, looking for the best combinations of the remaining tiles, but not directly messing up the others while doing it. In fact, the only direct competition in the game comes from the race to claim high point value enclosures and bear statues before your opponents do.

### THE VERDICT

With its light playing style, engaging theme, and intriguing strategies, *Bärenpark* will keep your family (or friends) well entertained. The puzzle-like, tile-laying mechanic recalls both the classic video game *Tetris* and the more recent board game *Blokus* (especially because of the familiar pentomino shapes used for the tiles).

Thanks to the four different starting boards and 16 unique park area expansions, *Bärenpark* enjoys a high re-playability factor that will keep players coming back for more. The simple playing style also makes this a good gateway game to introduce your hobby to others.

**Note:** Look out for a small printing error in the first release of the game. Both the supply board and its illustration in the rules show the wrong setup information for the "green areas" section. The chart in Step 2 of the setup instructions (page 2 of the rules) is correct.

If you're up for a short craft project, download Lookout Spiele's free replacement art file, cleverly dubbed the "Blame-the-Koala Print and Play 'Expansion'."

Good luck building your (bear) park!

...

John Kaufeld often frets over whether the word "meeple" has a proper plural form. You can find him writing about board games, parenting, and other stuff on Twitter at @johnkaufeld and in his newspaper column, *The Dad Game* (<http://dadga.me/column>).





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## LAZER RYDERZ (GTG LAZR-CORE)

From Greater Than Games, reviewed by Rebecca Kaufeld

 12 & Up	 2 - 4 Ryderz
 30 - 60 Minutes	 \$39.95

The crowd's screams become a frenzy as the Ryderz fly by, leaving trails of red, blue, and yellow in their wake. Beams of light illuminate the racetrack as they zigzag their way towards a Prizm, two Ryderz veering towards one, the others speeding off into the distance. The Sheriff's shouts are lost in the din, and her steed strains to go faster as the Shark torpedoes past, headed straight for the glowing pink checkpoint. Right as its fins cross the first boundary...

... the screen fades to black, leaving only those fateful words, "To be continued...."

### THE BACKSTORY

Welcome to *Lazer Ryderz*! If it had the chance to grace your screen, it would have been a cult classic. Now, an almost legendary racing scene unfolds on your gaming table as you and three friends send four main characters on the ride of their lives: victory and everlasting glory await the greatest Ryder of them all!

### SETTING THE SCENE

One of the most unusual aspects of *Lazer Ryderz* is that there isn't actually a board. Instead, the entire tabletop (or floor, or wherever you prefer to play) becomes the arena, allowing characters some freedom to choose their direction and speed.

The goal: cross three Prizms (checkpoints) to turn them into their own color.

The problem: general movements and turns are limited... until you crash.

The good news: like most beloved cult classics, the main characters have to survive until the credits. After crashing, your character will re-spawn with most of their moves returned.

So... that's the backstory. Ready to race?

### START YOUR ENGINES!

In this world, *Ryding* is an art form. It's a perfect balance of speed and maneuvering: too slow and you lose, too fast and you can't turn.

Each player receives a set of movement pieces that represent the "gears" on their Speedometer. Not only will these show how speed affects your performance in the race, but they also become the wall of light, illuminating the track where you've already been.

Side note: these do actually act as walls. Run into them at your own risk, for you will quickly find yourself at the Start line all over again.

Movement is simple: move up or down one gear, pick your piece of track, and lay it down. If it's a turn, roll the die: turning at these speeds can be tricky, and you may find that going straight is a better path after all...



### CLAIM A PRIZM

Each Ryder's goal is to claim three Prizms before anyone else. Each Prizm, a glowing diamond-like entity



on the field, acts as a checkpoint: race through it, and it turns to match your Ryder's color. Miss it... or ride halfway through it... and you might be in trouble. There's always someone right behind to claim it if you fail.

### THE PLOT TWIST

For more experienced Ryderz who crave more challenges than the arena of color-coded walls, there are also various rule modifications (nudging pieces, specific guidelines for oddly-shaped tables, etc) and mysterious Power Prizms available for play.

Power Prizms add character abilities: for example, the Lazer Shark can play his fastest Straight piece as he zooms out onto the field, and the Super Sheriff can shift one opponent's speed up or down to her heart's content. The Phantom Cosmonaut phases through other Lazers, and the Galactic Waverider banks hardcore through a difficult curve on his wicked awesome surfboard.

And with that... *On your mark... get set...*

Four contenders... one winner. Only one Ryder can withstand the race. Good luck. Go!

...

*When a whirlwind of whimsical words beckoned from worlds away, Rebecca knew she had to follow. She fell into a rabbit hole of metaphors and clichés, mixed with more similes than water drops in a storm. Somewhere along the way, she picked up a love of games that would use her words to create beautiful reviews, and that's where she is today.*





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## DARK IMPERIUM (GAW 40-01)

From Games Workshop, reviewed by Thomas Riccardi

 14 & Up	 2 Players
 60 - 180 Minutes	 \$160.00

In the 41st Millennium, mankind knows only war and conflict. On a distant planet, the pride of the Imperium clashes against the servants of a rotting god. Will you keep these forces of chaos at bay, or surrender to their blight? This is the subject of Games Workshop's latest iteration of *Warhammer 40,000*, *Dark Imperium*.

I've covered more than a few boxed games for Games Workshop, however, this one is as good as it gets! Let's start with the shining star of any boxed set — the miniatures. There's a whopping 52 miniatures in the core set! You heard right! 52 miniatures from two factions — the Imperial Space Marines and the Death Guard. There are numerous space marines, including a captain, lieutenants, and even a three-man interceptor squad complete with jump packs! The Death Guard rounds out the remainder of the set with miniatures ranging from the lowly pox walkers to a Lord of Contagion. Also included are instructions on painting the different factions, from the Ultramarines to my favorite, the Space Wolves, plus additional crunchy bits, like miniature bases and a clear range ruler.

*Dark Imperium* comes with several rulebooks, including a hardback tome of the 8th Edition of *Warhammer 40,000*, and background material chronicling the Space Marines and the Death Guard, complete with stats for each model. There's also an instruction manual on how to assemble each of the minis, as well as an 8-page rules sheet detailing everything you'll need to wage war on distant planets.



(assaulting your foes from the depths of space) and battlefield terrain.

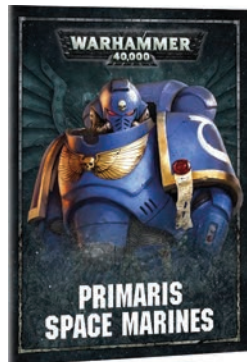
One exciting element to the *Warhammer 40,000* rulebook is that it introduces three different ways to play — open, narrative, and matched. In Open Play, players simply choose a faction and rumble against other players in your FLGS. Narrative Play allows you to engage in the deep-rooted stories in this rich and vast universe (with seven scenarios), while Matched Play focuses on players devising a point-based army to field on the battlefield to crush your foes.

If you're picking up this boxed set a suggestion would also be to acquire a *Citadel Essentials*

box as well, which covers assembling and painting your miniatures so you can showcase 'em at your local game store. Included in the box is plastic glue, cutters, a starter brush, and twelve paints (one being a textured paint and the other a shading wash). This is a great way to get started in the hobby, as you can also pad this out with smaller point sets that are tailored to the factions in the game.

With a hardback rulebook, tons of miniatures, and everything you need to play, *Dark Imperium* is a worthy addition to any gamer's library. For more information on this and other products head over to [www.games-workshop.com](http://www.games-workshop.com) and get ready to fight for the emperor!

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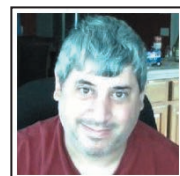


The new *Warhammer 40,000* rulebook is a 280-page masterpiece packed with all the information anyone needs to leap into far-flung battles in the 41st Millennium. Aside from extensive background information covering the events in the wake of the Gathering Storm, each of the factions of the Imperium are covered extensively, from the intrepid Space Marines and Imperial Guard, to the forces of Chaos

and the threat of the Xenos. One of the forces that hasn't been fully addressed in *Warhammer 40,000* in quite a while (and I was thrilled to see in this rulebook) were the Eldar Harlequins. This offshoot of the Eldar worships Cegorach, the Laughing God, as they cleave through their enemies on the battlefield with style and grace. You'll also find rules for advanced play, such as *Planetstrike*



*When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.*





# PARAMEDICS

by Gary Kagan

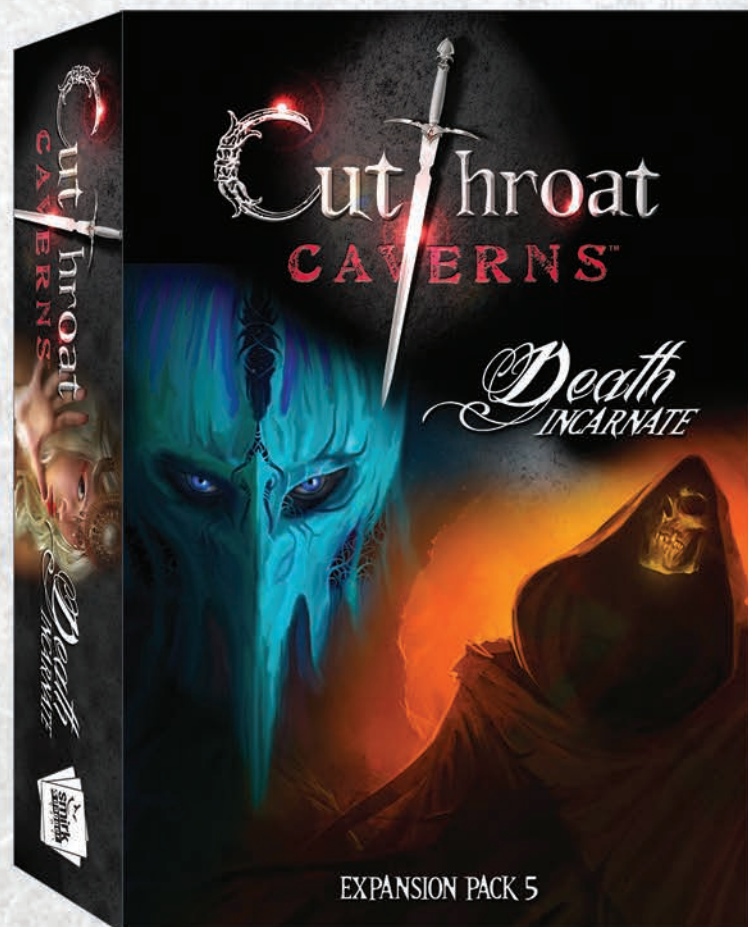
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## DICE FORGE (ASM DIF01)

From Asmodee Editions, reviewed by Marc Aquino

 10 & Up	 2 - 4 Players
 45 Minutes	 \$39.99

Gamers love dice, of all shapes, sizes, colors, and patterns. However, some of us seem destined to roll a “1” at the worst possible moment, or find a way to fail a roll they should’ve won 35 out of 36 times. If you’ve ever wished you could replace the “1s” on your dice with another number – *any other* number – then I have a game for you!

In *Dice Forge* from Asmodee, the gods are holding a tournament for their amusement, with players competing for the ultimate prize of demigodhood. Everyone starts with an identical set of two six-sided dice, but over the course of the game, players will have the chance to improve their dice, swapping out their starting die faces for new, better ones, thus “forging” improved dice and mitigating some of the random luck factor.

### HOW THE GAME PLAYS

*Dice Forge* is played in ten rounds, with a round consisting of each player taking their turn. The starting dice faces provide four resources: Gold, Sun Shards, Moon Shards, and Glory Points. Play passes counterclockwise. At the end of 10 rounds, the player with the most Glory Points wins the favor of the gods and becomes a demigod!

Here’s what a turn looks like:

- During the active player’s turn, ALL players receive a divine blessing: roll both of their dice and collect the appropriate resources)
- The active player may call for reinforcements: activate abilities on any Heroic Feat cards with a reinforcement effect that they have acquired during the course of the game (some benefits of reinforcement cards include receiving a minor blessing); rolling one of your dice and collecting the appropriate resources
- The active player performs one of the following two actions:
  - Make an offering to the gods: use Gold to purchase as many strictly different die faces as you desire and can afford; those die faces then replace whatever ones you want, even one you may have previously purchased
  - Perform a Heroic Feat: move your pawn to the Heroic Feat card you wish to acquire and spend the appropriate amount of Sun Shards and/or Moon Shards to purchase it; if another player is already at that Heroic Feat card, that player moves their pawn back to the starting portal and receives a divine blessing for being ousted
- The active player may spend two Sun Shards to take another action

### THOUGHTS ON THE GAME

Initial set up took a little bit of time, but the instructions were very helpful as far as how to piece together the dice, set up the temple holding the die faces, and place everything back in the box. The rulebook was very brief, which I appreciated, although I feel that a brief FAQ for possible questions, even if previously explained, would’ve been helpful. For example, while a player must purchase different die faces on any one turn they make an offering to the gods, there isn’t anything saying that a player can’t then purchase a face they already bought on a previous action, something explicitly addressing that would’ve been helpful. There also isn’t anything that explicitly states players cannot acquire multiple copies of the same Heroic Feat, although one might feel like that’s the case since the number of each kind of Heroic Feat card is limited to the number of players.



I played *Dice Forge* with two friends who are not heavy gamers. We only played with the suggested starting Heroic Feat cards. They were initially intimidated by all of the components laid out on the table – the temple with all of the die faces and the island with all of the Heroic Feat cards laid out around it – but once I explained the game and we took a few turns, everything flowed very quickly. It was a definite plus that the game was simple enough for everyone to grasp and start working on strategies even as early as the first few turns of the first game.

Having every player roll dice on each player’s turn and the oust mechanic kept each of us involved even when it wasn’t our turn. Some of the Heroic Feats allow you to interact with other players by making them lose resources or even affecting their die faces. Some games of this nature suffer by feeling like group solitaire, with each player doing their own thing – *Dice Forge* definitely made you remember you were dealing with other players you could impact by your Heroic Feat choices.

The replay value for the game comes from the variety of possible Heroic Feats that can be mixed and matched, and the range of possible strategies. You can select Heroic Feats that allow you to mess with other players, or perhaps allow for more of a solitaire feel. Do you focus on Gold right away or choose to generate Sun Shards and Moon Shards initially? If you went with Gold initially, do you focus on Heroic Feats that reward Gold or begin changing those faces to Glory Points for the end game?

Aside from my earlier comments about the rules, the only other part of the game I didn’t like was minor – having to change the die faces during the course of the game and at the end of the game when you have to reset the dice. And, for those of you who like interesting graphics, the design and art are both beautiful on this game.

With easy-to-grasp rules, an interesting mechanic, high re-playability, sturdy and attractive components, and a great price point of \$39.99, *Dice Forge* is a solid winner.

...

Marc Aquino is the Vice President of Sales for Alliance Game Distributors.



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Button Men is a classic dice game from James Ernest and Cheapass Games. It returns this fall in an all-new package, with a set of 48 fighter cards. Learn rules, strategies, and details at [beatpeopleup.com](http://beatpeopleup.com).



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